WALT DISNEY PRESENTS SOFTWARE SHOWCASE—

An Educator's Guidebook and Catalog to Recommended Computer Software

Walt Disney Educational Media Company announces the selection of more than 100 software programs which it recommends as the best software available, and which educators can now buy directly from Disney. Curriculum specialists, teachers, and Disney staff members reviewed programs in all curriculum areas. Among them, they evaluated nearly 2,000 programs. The result: a selection of the most up-to-date software to supplement classroom work on the most important curriculum objectives.

Every program in the catalog passed a stringent evaluation process before being included and recommended, assuring educators that each program meets Disney's traditional standards of excellence.

The review process began with software experts on the Disney staff who evaluated a wide range of programs. For a program to receive further consideration, the Disney staff had to agree that it met teacher needs and curriculum objectives, that it was manageable in the classroom and effective with students.

Programs which passed these first tests were sent to additional educational software specialists for in-depth review and analysis. The programs in this first edition of Software Showcase were reviewed by Lehrer Associates in Los Angeles. Dr. Ariella Lehrer, a cognitive psychologist, and her associates used an 86-item evaluation form to rate the recommendations of the Disney staff, as well as to recommend additional titles.

Dr. Lehrer has also recently created a list of recommended software which correlates curriculum objectives for elementary schools in the Los Angeles Unified School District.

Programs that appear in Disney's recommended collection have already appeared on state or district recommended lists, have had positive reviews in respected educational publications, and/or have met a majority of the following criteria:

- Instructional integrity
- Fulfillment of stated objectives
- Importance to curriculum goals and teacher needs
- Appropriateness to classroom environment and target students
- Effective use of student and teacher time
- Ease of use and management
- Motivation for students
- Inclusion of related activities or suggestions
- Helpful and accurate documentation
- Direct teacher recommendations. ∎

Disney Offers Educators One-Stop Shopping

Disney's goal is to provide educators with one-stop shopping for the very best new programs as well as established standards. This collection for grades K–12 features programs from more than 30 software publishers nationwide. Teachers can now order any of these programs directly from Disney on one purchase order. ∎

EDITOR'S CORNER

As a computer specialist, you probably spend many hours regularly trying to keep up with the announcements on new educational software. You might read half a dozen computer magazines—looking for reviews, trying to determine the best software for your needs. Then, you have to spend time looking at the software to see how it works and how it might fit into your classroom.

Disney's new Software Showcase can help guide you through the software selection and buying process. We think you'll agree that Software Showcase reflects the same high Disney standards you have trusted for more than 30 years. Our commitment to you, our valued customer, is to be your trusted, authoritative, one-stop shopping source for the best software on the market. Even if you want a program that's not in our catalog—and there are so many good programs we couldn't list them all—we'll make very effort to obtain it for you.

Our Disney software development staff members have earned their own reputation as producers of state-of-the-art programs. Disney programs, with their superior graphics, exploit the capabilities of the computer to build academic skill proficiency and encourage problem-solving skills.

In the past few months the Disney staff has worked closely with educators and curriculum specialists to identify and bring to you a collection of software that represents the best from Disney and other publishers. Among us, we evaluated nearly 2,000 software programs. The more than 100 products we selected for our Software Showcase represent what we consider to be a true showcase of outstanding products in the industry.

We will update Software Showcase throughout the year with new reviews and recommendations, and we will continuously add new products available through Disney.

Through this periodic newsletter we'll keep you up to date on technology trends, and we'll showcase new programs. You'll find creative suggestions on using computers from teachers in "Teacher's Spotlight," and we'll feature "Ask Mickey," a question and answer column to respond to your classroom computer concerns.

This is our premier edition of Software Showcase and Software News. Please let us know how it works for you. ∎
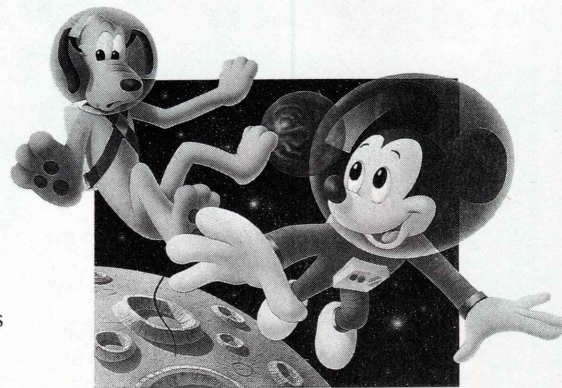
Changing Trends in Educational Software Add Value to Classroom Programs

by Ariella Lehrer, Ph.D.

As my staff and I reviewed nearly 2,000 programs for possible inclusion in Disney's Software Showcase, we found that changing trends and technology are making software much more valuable for classroom use.

A few years ago, a lone programmer would create a product, enclose it in a plastic bag, and sell it as educational software. Arcade-style games and text-on-screen, non-interactive programs were the rule. This has changed, thanks to the growing strength of the school market and educator-publisher partnerships. It's standard practice to involve educators in software development: programs are classroom-tested, and user guides are prepared carefully, often with teaching suggestions and support materials.

The quality and use of graphics in educational software are also improving. Cows really <u>look</u> like cows, and cars like cars. Graphics and animation are increasingly central to making concepts understood; they are rarely gratuitous.

Schools Report Purchase of Traditional Business Software

Increasingly, schools are using the computer as a tool, purchasing word processors, spreadsheet programs, and data base managers for student use. Not only do students learn highly-valued computer skills, but they also become more competent at manipulating words, numbers, and data.

New Drill-and-Practice Programs Feature Tutorials

Most of the new drill programs include tutorials. In response to an incorrect answer, the software launches into a step-by-step explanation of the solution. Such software not only provides practice, but teaches concepts and remediates in students' problem areas.

New Programs Help Teach Problem-Solving Skills

Teaching problem solving is becoming a priority in schools. Many educators point out that drill of facts that may soon be outdated is less and less necessary—but creative problem solving has never been more needed! Many new computer programs make the best of both worlds, integrating deductive reasoning, critical thinking, and decision-making tasks with practice of subject area skills and facts.

Science Probes Turn Computers into Mini-Labs

One of the most exciting new approaches to science is the use of sensors and probes to enter data directly into the computer, to be graphed, manipulated, and printed. Students can design and perform sophisticated experiments, working as real scientists work. These products encourage discovery learning at its best. ∎

Ask Mickey
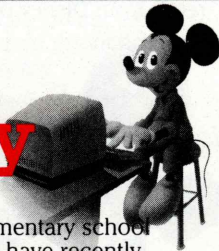
Q. I am an elementary school teacher and have recently added a micro-computer to my classroom of 29 students. I want to purchase some software, but I have a very limited budget. Where do I begin?

I would like to purchase software that will fit the range of needs in my class as well as classes I may have in the future. What should I look for?

Budget Conscious Teacher

A. Dear Budget Conscious Teacher, Your questions reveal that you've already done some valuable thinking about systematically acquiring software. Additionally, you may want to consider these criteria:

1) software with multiple activities and/or skill levels.

2) software tools that can be used repeatedly (i.e., word processing or computer languages).

3) software that is replayable (i.e., adventure games with more than one solution.)

4) software that excites and motivates your students, giving them constant feedback.

5) a range of software types to meet various needs, such as programs designed for drill/practice, discovery learning, and critical thinking.

For first purchases, you also might want to consider a mix of industry standards such as Rocky's Boots®, and exciting new titles which exploit the best features of the computer, such as Science Toolkit™ and Where in the World Is Carmen Sandiego?™ You might also consider the Disney Core Packs. (See catalog page 4.)

For further help, also consult the matrices in the back of our catalog which match specific curriculum objectives to our Showcase computer programs.
Good luck!

Catalog Features

The catalog includes useful descriptions of all products, including:
- Instructional objectives, benefits, and outstanding features of each
- Descriptions of what the student is expected to do
- Activities and classroom applications

Comparative information about similar products will help teachers determine the programs that best match their particular needs. This unique feature offers information on the strengths and limitations of each program, and Disney's recommendations for the most appropriate uses for each.

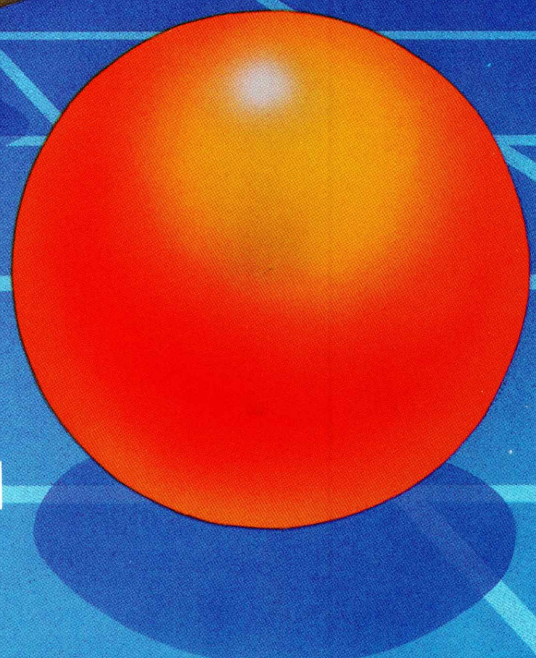Matrix information (see the last five catalog pages) shows <u>at a glance</u> how the programs can be used to meet specific curriculum objectives in early learning, language arts, science, math, and social studies. These matrices help teachers integrate software programs into ongoing classroom activities. The programs can be used individually, or combined to form a comprehensive library in the major curriculum areas. ∎

WALT DISNEY
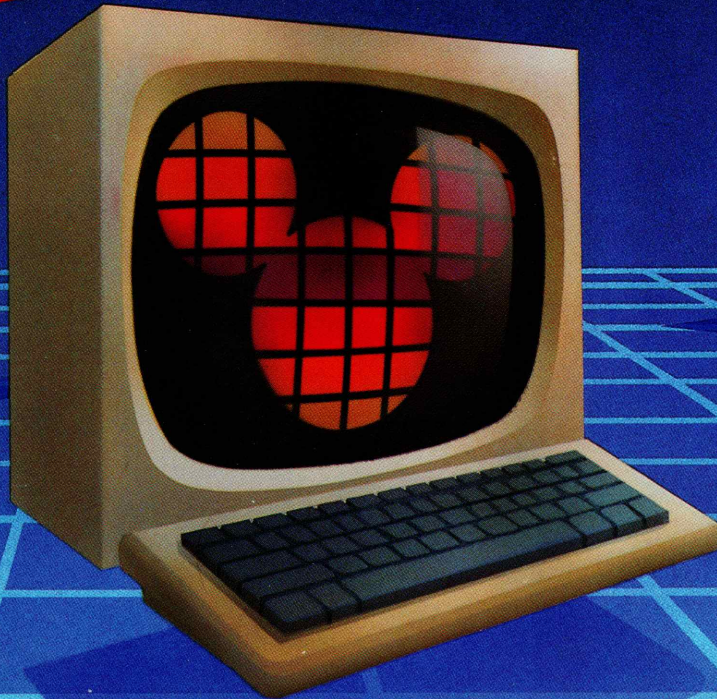
SOFTWARE SHOWCASE

An educator's guidebook
and catalog of recommended
computer software / K-12

Introduce your students to "student-friendly"

Disney Support Materials

Walt Disney Personal Computer Software offers sound instruction in entertaining formats. **Only Disney** offers you:

- **The familiar Disney characters.** Only Disney features Mickey Mouse, Donald Duck, Winnie the Pooh and other favorites.
- **A 35-year tradition in educational media.** Your students are already learning from Disney educational films and filmstrips, so it's an easy transition to the computer when Mickey and friends are at hand.
- **Experience at both education and entertainment.** Disney software continues Walt Disney's philosophy that any product that educates should also entertain.

Meet your curriculum needs with Disney software

Choose challenging adventure and learning games, plus tutorials and engrossing simulations. The multi-dimensional programs develop skills in several curriculum areas, so each program you buy can be used by many classes in your school.

Enrich the learning adventure with these creative support materials

With each Disney adventure program, learning game, and tutorial, you'll receive a complete package of support materials to help you present the lesson in the most effective way, and to help you extend the lesson with classroom activities. You'll receive:

- Comprehensive, easy-to-read teacher's guide with follow-up classroom activities.
- Linemasters to provide additional practice with skills presented in each computer lesson. Linemasters include:
  - Progress charts to provide a tool for student record keeping, to evaluate student performance, and to suggest strategies for improvement.
  - Worksheets to reinforce the particular lessons of each program.
  - Computer challenge activities consisting of 15–20 line programs in BASIC that can be typed into the computer and used to reinforce skills for each lesson.
- A full-color computer literacy poster to help you illustrate computer-related terms.
- Five copies of a special comic book that describes the history of computers, hardware and software, and the basic capabilities of a computer. This motivating book helps students achieve the basics of computer literacy.
- An archival disk in all disk-based programs.

NOTE: The three EPCOT simulations each include a User's Guide and an archival disk but do not include the other materials.

■ Disney Primary Programs

WINNIE THE POOH IN THE HUNDRED ACRE WOOD
Grades 2–6
Language Arts

This easy-to-play, repeatable adventure game encourages reading skills and use of cardinal directions, as youngsters search the Wood for 10 objects scattered about by a Blustery Wind. *(See page 7.)*

Apple Series	020BD-AA	$49.95
Commodore 64 Disk	020CD-AA	$49.95

■ Disney Elementary Programs

GOOFY'S WORD FACTORY
Grades 3–7
Language Arts

Get your students to *look forward* to grammar lessons as they learn along with Goofy! In two arcade/strategy games, students "earn" words by correctly identifying parts of speech in context. Both games require strategy as well as knowledge of grammar. *(See page 11.)*

Apple Series	023BD-AA	$49.95

■ Disney Secondary Programs

EPCOT Educational Media Simulations

INTERNAL JOURNEY
Grades 7–12
Science/Biology

Students direct a "mystery food" through the digestion and absorption processes of the human body. Traveling with two microscopic explorers, they learn how digestive organs work together to break down carbohydrates, proteins, fats, vitamins, minerals and water into elements needed by the body for energy. This motivating program helps students focus on the process of digestion rather than just memorizing facts. *(See page 21.)*

Apple II, II+, IIe (DOS 3.3)	034BD-AA	$59.95

software from Walt Disney

Winnie the Pooh in the Hundred Acre Wood

"Winnie the Pooh is one piece of software that lives up to the promises on its box."
—*Compute*, April, 1985

DONALD DUCK'S PLAYGROUND
Grades 2–5
Math

Your students, along with Donald Duck, learn change-making skills and the basics of economics as they help Donald earn money to build a playground for his three nephews. Players and Donald then purchase equipment, design the play area, and finally enjoy using it! *(See page 9.)*

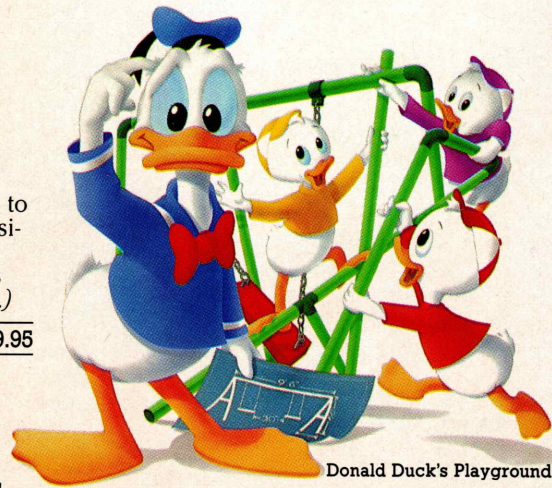|		
Apple Series	022BD-AA	$49.95
Commodore 64 Disk	022CD-AA	$49.95

"Donald Duck's Playground is undoubtedly one of the best educational games ever devised."
—*Commodore Microcomputers*

MICKEY'S SPACE ADVENTURE
Grades 3–6
Science

Teach young science students about the solar system with this repeatable adventure game as they help Mickey and Pluto recover nine pieces of "memory crystal" scattered throughout our solar system. *(See page 16.)*

Apple Series	021BD-AA	$49.95
Commodore 64 Disk	021CD-AA	$49.95

"Mickey's Space Adventure is rewarding as both an entertainment and an educational package."
—*Compute!'s Gazzette*, November 1985

GALACTIC PROSPECTOR
Grades 7–12
Earth Science

As captain of an energy survey ship, the player must search for potential energy sites and then conduct scientific studies to determine if profitable production is feasible. Meanwhile, the player must protect his resources from an enemy who wants to claim them for his own! *(See page 22.)*

Apple Series (DOS 3.3)	037BD-AA	$59.95

COSMIC CARNIVAL
Grades 7–12
Social Studies

Let your students be the boss for a week! Players learn the relationship between energy costs and the operating expenses of a business by managing a computer-simulated amusement park. The player must set the ticket prices, length of ride, seating capacity, and hours of operation for three park rides in the most energy efficient and profitable manner. *(See page 22.)*

Apple Series (DOS 3.3)	036BD-AA	$59.95

THE BLACK CAULDRON
Grades 3–9
Language Arts

This 3-D animated adventure game is based on the classic tales of the land of Prydain popularized by Lloyd Alexander. Students become part of the action as they direct Taran on his quest for the Black Cauldron. Students use problem-solving and reading skills as they attempt to bring the magic pig HenWen safely away from the Horned King and reverse the evil power of the Black Cauldron.

IBM PC Series	182ID-AA	$39.95

Donald Duck's Playground

For instant ordering or more information, call TOLL FREE 1-800-423-2555.

PLEDGE OF SATISFACTION

If you are not satisfied with the software you have purchased, you may, at your expense, return it within 30 days of purchase, provided that the software is in the original packaging, is in resalable condition, and is accompanied by the invoice or pink packing slip. Computer software is sold on a firm order basis. Special arrangements can be made for review by qualified committees or individuals. Please contact Customer Service *TOLL FREE at* 1-800-423-2555.

COPYRIGHT INFORMATION

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Give students a sense of accomplishment with curriculum related tutorials

For Radio Shack Color Computers

Students will hear actual dialogue with favorite Disney characters, along with music and special effects. These programs are available on cassette.

■ MICKEY'S ALPINE ADVENTURE
Grades 2–5
Mickey helps students recognize common patterns in spelling and shows proper use of long and short vowel sounds.
010RC-AA $34.95

■ MICKEY'S WORLD OF WRITING
Grades 3–6
Mickey Mouse and friends demonstrate the basic rules of capitalization and sentence structure.
015RC-AA $34.95

■ TELLING TIME WITH DONALD
Grades K–3
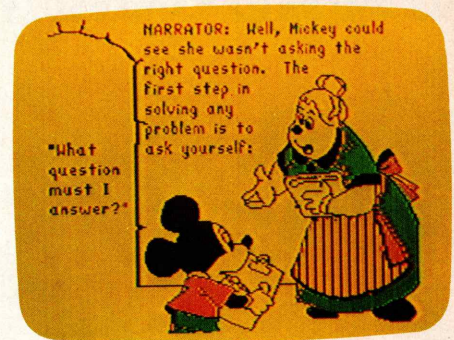Mickey Mouse and Donald Duck learn to tell time in hour and half-hour intervals.
009RC-AA $34.95

■ MATH ADVENTURES WITH MICKEY
Grades 4–8
Two adventures reinforce lessons on adding and subtracting whole numbers and decimals.
002RC-AA $34.95

■ SPACE PROBE: MATH
Grades 4–8
This interactive tutorial helps students reinforce skills in multiplication and division, area and perimeter.
003RC-AA $34.95

■ GOOFY COVERS GOVERNMENT
Grades 5–9
Goofy shows students how Congress and the President operate and interact.
016RC-AA $34.95

Become a charter member of Disney's Software Club

Your first order makes it official!

As an educator who uses computers, we have selected you to become a member of Disney's new Software Club. Your first order from Software Showcase makes it official.

Membership in Disney's Software Club places you on our preferred customer mailing list and insures you will receive notice of all special Disney software promotions. You'll also receive periodic issues of Disney's Software News, with latest information on:

- Impact of new technology and software trends on classroom learning
- Creative suggestions from teachers for effective use of software in the classroom
- "Ask Mickey" column featuring answers to questions asked by our readers
- New products meeting the Disney Showcase standards and available for purchase through Disney

Plus, you'll be eligible for our one-stop shopping hotline service. Disney's customer service representatives will help you with:

- Questions about software you have purchased or wish to purchase from Disney
- Advice on selection and purchase of software, from a single program to an entire software library
- Preferred customer "special order" service. Even if you want a program that's not in our catalog—and there are so many good programs we couldn't list them all—we'll make every effort to obtain it for you.

Become a member of Disney's Software Club and receive a beautiful 12" Mickey Mouse plush doll!

To celebrate our premier editions of Software Showcase and Software News, we're making this special offer available to all club members with every purchase order. Your order also qualifies you to become a charter member of Disney's Software Club.

Offer expires 8/31/86.

Look for these special features in Software Showcase

"COMPARE THESE PROGRAMS"

"Compare" boxes throughout the catalog help you evaluate similar products and show you the best uses for each. Because one program may meet certain needs better than another, our comparisons will help you find the program that best matches *your* needs.

MATRIX INFORMATION

Five matrices—Early Learning, Language Arts, Math, Science, and Social Studies—help you tie in curriculum objectives to specific programs. By consulting each matrix you can select individual titles, or you can build an expanded software library.

KEY TO RECOMMENDATIONS

A letter symbol next to the grade level on a product indicates that the program has received a positive evaluation from one of the organizations below. Letters in a square indicate "highly recommended"; those in a circle indicate "positive/noteworthy" evaluation.

AL—*Alberta Education*
MI—*Minnesota SDOE*
MS—*MicroSIFT Project*
ST—*School Tech News*
TE—*Texas Microcomputer Courseware Evaluation Network*
EL—*Electronic Learning Magazine*
CC—*Classroom Computer Learning*
TC—*Teaching and Computers*

New Products Showcase—

State-of-the-art programs
for your curriculum needs

Disney believes these eight new releases will soon join the list of established software classics. We've highlighted them because they support curriculum goals, encourage creativity and problem-solving skills, and are easy to use in the classroom.

KERMIT'S ELECTRONIC STORYMAKER
Simon & Schuster
Grades 1–3

Motivate young authors and teach sentence structure with this entertaining program featuring favorite Muppet characters. As students choose words to fill in the sentence formats, the words are cleverly illustrated on the screen. *(See page 7.)*

Apple Series	128BD-AA	$34.95
Commodore 64 Disk	128CD-AA	$29.95

MYSTERY SENTENCES
Scholastic Software
Grades 3–12

This game challenges students to decipher sentences with as few clues as possible. Lessons on vocabulary and parts of speech have never been easier to teach! *(See page 10.)*

Apple Series	117BD-AA	$75.00

THE WRITING ADVENTURE
DLM Teaching Resources
Grades 4–7

Help students practice electronic note-taking and improve writing skills with this motivating adventure game. When the adventure ends, students use their notecards to write stories. *(See page 11.)*

Apple Series	085BD-AA	$59.95

QUATIONS
Scholastic Software
Grades 5–Adult

Help your students practice math operations and solve equations with this challenging game. You can add some interest to your math lessons by setting up teams of students, who must construct mathematical equations on a computer "gameboard" using number and operation "tiles." *(See page 19.)*

School Version

Apple Series	118BD-AA	$49.95

ALGE-BLASTER
Davidson and Associates, Inc.
Grades 7–12

Give your algebra students the drill and practice they need with this helpful new program. Students can study sample problems, along with a description of each step taken, before doing the drill activities. *(See page 20.)*

Apple Series (64K)	067BD-AA	$49.95

SCIENCE TOOLKIT— MASTER MODULE
Broderbund Software
Grades 4–12

Turn your computer into a mini-laboratory and give students a "hands on" lesson in science. Included are a plug-in temperature probe and light sensor, plus on-screen instruments such as a light meter and timer. *(See page 16.)*

Apple Series	055BD-AA	$59.95

Apple II + needs joystick port adapter

WHERE IN THE WORLD IS CARMEN SANDIEGO?
Broderbund Software
Grades 6–Adult

Your students become international detectives in this adventure/mystery game of world travel. While they use deductive reasoning skills to track down a thief, they're also getting practice using reference resources—including The World Almanac, the Official Interpol Map, police dossiers, and the Crime Computer. Students get so involved in the challenge that they can't wait to use the reference aids to unravel more clues! *(See page 22.)*

Apple Series	056BD-AA	$39.95

THE OTHER SIDE
Tom Synder Productions
Grades 9–Adult

This unique program simulates global conflict resolution as two teams work to build a bridge between two sides. Students learn teamwork and cooperation, plus strategic planning, problem-solving, and negotiation skills. *(See page 22.)*

Apple Series	149BD-AA	$69.95
Commodore 64 Disk	149CD-AA	$69.95
IBM PC Series	149ID-AA	$69.95

For instant ordering
or more information,
call TOLL FREE 1-800-423-2555.

Put Disney Core Packs at the heart of your software collection, and get FREE Disney software with every purchase

When you're building a software library, every program you purchase must meet many needs. That's why we've created Core Packs—selections of software covering important topics in every curriculum. Core Packs include a variety of programs—from adventure/discovery games to writing tools, from math drills to scientific simulations, from classics to new releases. They include what Disney believes should be the heart of any start-up collection. And with every Core Pack you purchase, you'll receive FREE Disney software for the appropriate level.

Secondary Core Pack

PRIMARY CORE PACK
Grades Pre-K–2

LANGUAGE ARTS
- EASY AS ABC *(See page 5)*
- READER RABBIT *(See page 7)*

MATH
- EARLY GAMES FOR YOUNG CHILDREN: NINE LEARNING GAMES *(See page 5)*
- MICROS FOR MICROS: ESTIMATION *(See page 9)*
- STICKYBEAR MATH *(See page 8)*

YOURS FREE FROM DISNEY
- WINNIE THE POOH IN THE HUNDRED ACRE WOOD *(See page 7)*

PRIMARY CORE PACK VALUE $239.70 YOUR PRICE $189.75

Apple Series	183BD-AA	$189.75

ELEMENTARY CORE PACK
Grades 3–6

LANGUAGE ARTS
- WORD ATTACK! *(See page 10)*
- BANK STREET WRITER *(See page 23)*
- CROSSWORD MAGIC *(See page 10)*

MATH
- DRAGON MIX *(See page 14)*
- FRACTION FACTORY *(See page 15)*

SOCIAL STUDIES
- EXPLORING TABLES & GRAPHS, I *(See page 15)*
- AMERICA COAST TO COAST *(See page 17)*
- WHERE IN THE WORLD IS CARMEN SANDIEGO? *(See page 22)*

PROBLEM SOLVING
- ROCKY'S BOOTS *(See page 13)*

SCIENCE
- SCIENCE TOOLKIT—MASTER MODULE *(See page 16)*

YOURS FREE FROM DISNEY
- DONALD DUCK'S PLAYGROUND *(See page 15)*
- MICKEY'S SPACE ADVENTURE *(See page 16)*

ELEMENTARY CORE PACK VALUE $617.25 YOUR PRICE $517.35

Apple Series	184BD-AA	$517.35

SECONDARY CORE PACK
Grades 7–12

LANGUAGE ARTS
- SPEED READER II *(See page 18)*
- THE GRAMMAR EXAMINER *(See page 18)*
- SPELL IT! *(See page 12)*
- SCHOLASTIC PFS: WRITE *(See page 23)*

MATH
- ALGE-BLASTER *(See page 20)*
- GUESS MY RULE *(See page 20)*
- QUATIONS *(See page 19)*

SCIENCE
- WEATHER OR NOT *(See page 22)*
- SCIENCE TOOLKIT—MASTER MODULE *(See page 16)*

PROBLEM SOLVING
- ROBOT ODYSSEY I *(See page 19)*

YOURS FREE FROM DISNEY
- INTERNAL JOURNEY *(See page 21)*
- GALACTIC PROSPECTOR *(See page 22)*

SECONDARY CORE PACK VALUE $768.50 YOUR PRICE $648.60

Apple Series	185BD-AA	$648.60

Readiness Skills

EARLY GAMES FOR YOUNG CHILDREN: NINE LEARNING GAMES™

Springboard™
GRADES: Pre-K–1 TC
OBJECTIVES:
- To develop skills in:
  typing numerals, letters and words
  counting, adding, and subtracting blocks
  typing letters in ABC order
  comparing shapes
  working with directionality

A picture menu allows children to independently select and play games. The simplest of the nine games features big, colorful numbers and letters to match by typing keys —a great way to familiarize children with the keyboard. In several of the EARLY GAMES, the computer gives hints when students make mistakes, and the addition and subtraction games have multiple skill levels. The final activity allows children to create low-resolution graphics.

Apple Series	134BD	$34.95
Commodore 64 Disk	134CD	$34.95
IBM PC Series	134ID	$34.95

COMPARE
THESE ALPHABET AND LETTER PROGRAMS

- The following are excellent discovery programs that respond to each pressed key and build sound/letter associations: MUPPET LEARNING KEYS and STICKYBEAR ABC.
- MUPPET LEARNING KEYS is the only program that allows children to make letter, number, and color choices in the same activity—making it possible to produce endless varieties of screens.
- The program that best teaches ABC order, with a variety of tasks and game formats, is EASY AS ABC.
- We recommend ALPHABET ZOO to build beginning spelling skills in a challenging game with arcade action.
- The best program to familiarize students with the computer keyboard is EARLY GAMES FOR YOUNG CHILDREN. This product also teaches the alphabet (and many other topics)—but not sound/letter associations.

MUPPET LEARNING KEYS™

Koala Technologies Corp.
GRADES: Pre-K–1
OBJECTIVES:
- To learn through discovery sound-letter associations and to count objects (0–9).
- To practice matching upper- and lower-case letters

MUPPET LEARNING KEYS gives the youngest computer users a keyboard especially for them! This lap-sized, colorful keyboard presents the letters in alphabetical order, and also has number, color, and special function keys. Can be used with several different software products, including READER RABBIT AND THE FABULOUS WORD FACTORY (page 7). Easily plugs into joystick port. Also included is the MUPPET DISCOVERY DISK. In the discovery game, every key pressed affects the screen. Pressing "R" creates rockets on the screen, which can be colored, counted, and even animated! Two drill games, each with several teacher options, give students practice in matching upper- and lower-case letters, matching pictures with initial letters, and counting. COLOR REQUIRED.

Apple Series	099BD	$79.95
(Joystick Port Adapter Required for Apple II +)		
Commodore 64 Disk	099CD	$79.95

STICKYBEAR® ABC

Weekly Reader Family Software
GRADES: Pre-K–K AL MI MS ST CC
OBJECTIVES:
- To develop letter recognition and sound/letter association

Give your students screens full of brightly colored illustrations and animation in STICKYBEAR ABC. This discovery program responds to each pressed letter key with a moving picture of an appropriate object. (There are *two* pictures for each letter for twice the fun!) Sounds add to the charm—wait till you hear Stickybear blow a whistle for the letter "W"! Colorful book, poster, and stickers are included. A great introduction to the letters.

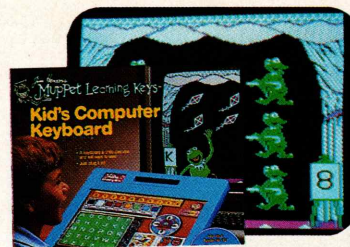| Apple Series	152BD	$39.95
Commodore 64 Disk	152CD	$29.95

ALPHABET ZOO™

Spinnaker Software Corp.®
GRADES: Pre-K–2
OBJECTIVES:
- To strengthen letter-sound association skills and beginning spelling skills

Two arcade-like games feature simple mazes. In one, the player collects initial letters of pictured words. The second game requires students to collect, in order, the letters that spell each pictured word. Includes a computerized ABC book.

Apple Series	131BD	$29.95
Atari Cartridge (Not for XL)	131AK	$24.95
Atari Disk (Not for 600/XL)	131AD	$20.95
Commodore 64 Cartridge (Needs Joystick)	131CK	$29.95
Commodore 64 Disk (Needs Joystick)	131CD	$20.95
IBM PC Series	131ID	$29.95

EASY AS ABC™

Springboard™
GRADES: Pre-K–1
OBJECTIVES:
- To practice:
  alphabetizing letters
  matching upper- and lower-case letters
  associating letters with sounds

These five games include a variety of alphabet-related tasks, from connecting dots in ABC order to make pictures, to matching upper- and lower-case letters to help a bee find honey. No reading is necessary with this program, so a child can use it without an adult. The animated graphics are truly attention grabbers!

Apple Series	137BD	$39.95
Commodore 64 Disk	137CD	$39.95
IBM PC	137ID	$39.95

Readiness Skills: Counting Programs

MAKE A MATCH™

Springboard™
GRADES: Pre-K–1 [TC]

OBJECTIVES:
- To reinforce concepts of same and different in color, shape, and size
- To practice classifying shapes by common characteristics

Children only need to use the space bar to play these four multiple-level games. Each time the player successfully matches or classifies the shapes, the program moves to a slightly more difficult discrimination task. If a player makes a mistake, however, the program "backs up" a little. Best when used by individuals or cooperative pairs. COLOR REQUIRED.

Apple Series	138BD	$29.95
Commodore 64 Disk	138CD	$29.95
IBM PC Series	138ID	$29.95

STICKYBEAR® SHAPES

Weekly Reader Family Software
GRADES: Pre-K–1 (MI)

OBJECTIVES:
- To learn to identify and name geometric shapes, such as *circle* and *square*

Students will love these three easy-to-use activities, all of which feature colorful pictures that become animated with correct responses. Students identify missing shapes, match shapes with their names, and find hidden shapes in pictures. As with the other Stickybear titles, this program comes with a full-color hardback book, poster, and stickers. Can be used by one or two children at a time. COLOR REQUIRED.

Apple Series	157BD	$39.95
Commodore 64 Disk	157CD	$29.95

STICKYBEAR® OPPOSITES

Weekly Reader Family Software
GRADES: Pre-K–1 [MI] [ST]

OBJECTIVES:
- To develop familiarity with the concept of opposites
- To learn directional words (such as *up* and *down*)

Students have control over animated characters in this discovery program. When students press an arrow key, one half of an opposite pair is displayed along with its word label. For example, a Stickybear appears *inside* a house. The other arrow key displays the second half of the pair. In our example, the Stickybear goes *outside*. The delightful graphics and sounds draw and hold young children's attention. A hardback book, poster, and stickers are included.

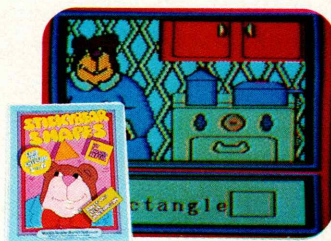| Apple Series	155BD	$39.95
Commodore 64 Disk	155CD	$29.95

NUMBER FARM™

DLM Teaching Resources
GRADES: Pre-K–K [MS]

OBJECTIVES:
- To develop beginning number skills (number recognition, counting 1–9)
- To learn concepts of *more than, less than*
- To practice listening skills

Included are five fun, farm-flavored counting games. The simplest is a discovery activity. When a child types a number, it flashes on the on-screen number line; then the appropriate number of farm animals appear. One drill game rewards speedy counting; another requires listening skills as students count animal sounds. A guessing game, "Hen House," develops problem-solving skills as well as number knowledge; students use "more than" and "less than" clues to guess the number of eggs laid. Best used by one or two students. COLOR RECOMMENDED.

Apple Series	084BD	$29.95
Commodore 64 Disk	084CD	$29.95
IBM PC Series	084ID	$29.95

STICKYBEAR® NUMBERS

Weekly Reader Family Software
GRADES: Pre-K–K [ST] [MI] [MS]

OBJECTIVES:
- To develop proficiency in counting 0 to 9 and the concepts of *one more than, one less than*

This discovery activity is very simple to use. Each time a number key is pressed, a large numeral appears along with a charming animated display of that many objects. If the space bar is pressed, one object disappears, and the numeral changes correspondingly. Repeated use of the space bar causes the display to count down to zero and up to nine. This package includes a hardback book, poster, and stickers! Best used by individuals or pairs.

Apple Series	154BD	$39.95
Commodore 64 Disk	154CD	$29.95

Free Software Premiums!
See front pages for details.

COMPARE
THESE COUNTING PROGRAMS

- We recommend the following programs as superior discovery activities which build number concepts by responding to each number pressed with delightful animated pictures: MUPPET LEARNING KEYS (p. 5) and STICKYBEAR NUMBERS. NOTE: MUPPET LEARNING KEYS also includes counting games, letters, and colors.
- NUMBER FARM has the greatest variety of counting activities, including a valuable listening activity. It also has the most direct teaching: there are many levels of clear, graphic clues to point students to correct answers.
- The product that enables students to practice the widest range of number skills—number recognition, counting, adding, and subtracting—is EARLY GAMES FOR YOUNG CHILDREN (p. 5). This program also covers letters, shapes, and more.

- For more primary math programs, see pages 8 and 9.

Language Arts: Reading

READER RABBIT AND THE FABULOUS WORD FACTORY®

The Learning Company®
GRADES: K–2
OBJECTIVES:
- To increase proficiency in:
  identifying letters
  reading and spelling CVC words
  concentration and memorization

Here are four terrific activities for beginning readers. Students match words to target patterns, match words with pictures or with beginning, middle, or ending letter. The variety of tasks and the antics of Reader Rabbit make this program a winner! NOTE: Can be used with MUPPET LEARNING KEYS (page 5).

Apple Series	146BD	$39.95
Commodore 64 Disk	146CD	$39.95
IBM PC Series	146ID	$39.95

(PC needs 2-Sided Disk Drive; jr. needs BASIC Cartridge)

KERMIT'S ELECTRONIC STORYMAKER

Simon & Schuster
GRADES: 1–3
OBJECTIVES:
- To develop:
  sight word vocabulary
  reading comprehension
  understanding of sentence structure

With this program, kids can create and read animated stories starring Muppet characters. Students choose words to fill in the provided sentence formats. Each word or phrase is clearly pictured (even verbs, through computer animation) as the students make their choices. The results are grammatically correct—but sometimes very silly—sentences complete with animated illustrations. Very motivating for young "authors"!

| Apple Series | 128BD | $34.95 |
| Commodore 64 Disk | 128CD | $29.95 |

WORD SPINNER®

The Learning Company®
GRADES: 2–6
OBJECTIVES:
- To learn through discovery about:
  word families
  consonant/vowel patterns (3–4 letter words)
- To develop word recognition strategies

A fun word-building game! Students work alone or in pairs to create words with certain letter patterns. (The teacher or student can select the letter pattern.) The target pattern appears on the screen (perhaps "p a_"). As the alphabet scrolls through the empty slot, players look for recognizable words. Student-created words can be printed for additional work away from the computer.

Apple Series	148BD	$34.95
Commodore 64 Disk	148CD	$34.95
IBM PC Series	148ID	$34.95

(PC needs 2-Sided Disk Drive; jr. needs BASIC Cartridge)

STICKEYBEAR® READING

Weekly Reader Family Software
GRADES: 1–3 EL
OBJECTIVES:
- To develop proficiency in word recognition, writing meaningful sentences, and determining sentence meaning

Here are three playful exercises with the Stickybear family! Students "Match the Words" with pictures, building vocabulary. In "Find the Word," Stickybear and friends act out a displayed sentence which is missing a word. Students must then select the correct word to complete the sentence. Finally, children love to "Build a Sentence" that is then acted out by the lovable Stickybears! Particularly useful in English as a Second Language programs. Includes a colorful hardback book, poster, and stickers. COLOR RECOMMENDED.

| Apple Series | 156BD | $39.95 |
| Commodore 64 Disk | 156CD | $29.95 |

WINNIE THE POOH IN THE HUNDRED ACRE WOOD

Walt Disney Personal Computer Software
GRADES: 2–6
OBJECTIVES:
- To practice map reading skills such as using cardinal directions
- To encourage reading for information
- To develop problem-solving strategies

A Blustery Wind scattered ten objects through the Hundred Acre Wood. Students practice problem-solving skills while searching for each object, gathering clues about the owner, and returning the object. While playing this adventure game, students use a map and give directional commands. Different objects are hidden in different places each game, so it's a new adventure every time it's played. Unfinished games can be saved to disk. This program can be used by individuals or small groups. Includes Archival Disk.

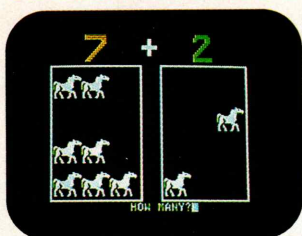| Apple Series | 020BD | $49.95 |
| Commodore 64 Disk | 020CD | $49.95 |

"Winnie the Pooh is one piece of software that lives up to the promises on its box."
—Compute, April 1985

For instant ordering or more information, call TOLL FREE 1-800-423-2555.

- For spelling programs, see page 12.

Math: Arithmetic Operations— Addition and Subtraction

ARITHMATIC: ADDITION

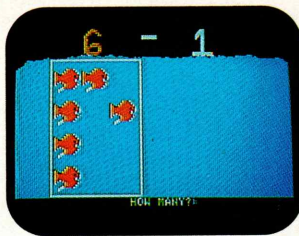**HRM Software (A Division of Human Relations Media, Inc.)**
GRADES: Pre-K–1
OBJECTIVES:
■ To develop the concept of addition

This tutorial uses graphic images to teach the meaning of addition. As the computer displays each numeral in an addition problem, it also displays a set of that many objects. If students give the correct answer, the two sets of objects are combined and counted on the screen. Students have three chances to respond correctly before the computer gives the answer and counts the objects. The colorful objects include bouncing balls and scurrying mice. Excellent for remediation and Special Ed. COLOR RECOMMENDED.

Apple Series	178BD	$39.00
IBM PC Series	178ID	$39.00

ARITHMATIC: SUBTRACTION

HRM Software (A Division of Human Relations Media, Inc.)
GRADES: Pre-K–1
OBJECTIVES:
■ To develop the concept of subtraction

This tutorial uses animated graphics to show the meaning of subtraction. Sets of objects illustrate the number problems on the screen. When a student responds correctly, the computer takes away the appropriate number of objects and counts the remainder. When the student answers incorrectly three times, the computer shows the answer. Best used by an individual student. Excellent for remediation and Special Education. COLOR RECOMMENDED.

Apple Series	179BD	$39.00
IBM PC Series	179ID	$39.00

ALLIGATOR MIX/ SKILL BUILDERS

DLM Teaching Resources
GRADES: K–3 [AL] [TE]
OBJECTIVES:
■ To increase speed and accuracy in addition and subtraction (0–9)

In this arcade game, students help an alligator answer addition and subtraction problems. Control of game length, speed, and difficulty enables the program to meet a wide variety of student needs. ALLIGATOR MIX includes blackline masters, flashcards, and other support materials plus an on-line management system. Player performance is analyzed; analysis can be printed. Best used for remediation or skill maintenance.

School Version

Apple Series	082BD	$44.00
Commodore 64 Disk	082CD	$44.00
IBM PC Series	082ID	$44.00

### ADDITION MAGICIAN®

The Learning Company®
GRADES: 1–3
OBJECTIVES:
■ To increase speed and accuracy in adding (1–9)
■ To recognize number families
■ To develop mathematical flexibility

One or two students can play this strategy game. Students choose a target sum, and the Addition Magician presents a gameboard full of numbers. Students draw walls around numbers that add up to the target sum. When students successfully finish a game, they win a prize from the magician's Magic Board. After collecting several prizes, students get to see the Addition Magician himself! Includes an on-screen demo and several levels of difficulty and speed.

Apple Series	145BD	$34.95
Commodore 64 Disk (Needs Joystick)	145CD	$34.95
IBM PC Series (PC needs 2-Sided Disk Drive, jr. needs BASIC Cartridge)	145ID	$34.95
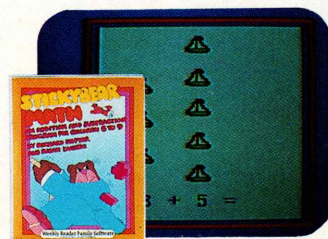
STICKYBEAR® MATH

Weekly Reader Family Software
GRADES: 1–4 (EL)
OBJECTIVES:
■ To increase proficiency in addition and subtraction and problems with missing or multiple addends

In this drill-and-practice program, children help the bears overcome obstacles—such as canyons and walls—by solving math problems. Animated graphics accompany math problems, as counting aids, at the lower levels. STICKYBEAR MATH automatically adjusts its difficulty level to student performance. Classroom management for 25 students is also provided. Great reinforcement for individual students.

Apple Series	153BD	$39.95
Commodore 64 Disk	153CD	$29.95

COMPARE
THESE ADDITION AND SUBTRACTION PROGRAMS

■ For addition and subtraction concepts, we recommend ARITHMATIC: ADDITION and SUBTRACTION, and PIECE OF CAKE MATH (p. 14). Pictures, movement, and color help students discover correct answers. The two ARITHMATIC titles are excellent for Grades K–1 and for Special Ed. as they use much repetition. PIECE OF CAKE MATH, which includes word problems, is better for older students.

■ ALLIGATOR MIX is a good follow-up for children who understand the concepts but need practice with math facts. ADDITION MAGICIAN is a great way to reinforce lessons on number families. In each game, students must find several groups of numbers that add up to the target sum.

■ For addition and subtraction drill, both STICKYBEAR MATH and MATH SEQUENCES (p. 14) offer multiple difficulty levels and classroom management. STICKYBEAR MATH—with its captivating animated graphics—is particularly motivating. MATH SEQUENCES are the most complete drill programs. Small gradations of skill levels make them particularly appropriate for Special Ed.

Math: Measurement
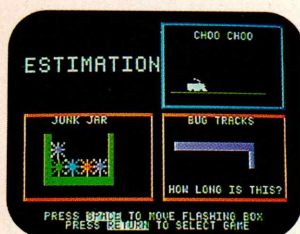
MICROS FOR MICROS: ESTIMATION©

Lawrence Hall of Science
GRADES: Pre-K–3
OBJECTIVES:
- To develop skill in estimating length, volume, and rate

These games encourage estimation in a fun, non-threatening atmosphere. Students estimate *volume* in "Junk Jar," guessing how many items fit into various jars. "Choo-Choo" allows students to estimate *rate*. Students watch a train enter a tunnel; while the train is hidden, students try to stop it at a given point. In "Bug Tracks," students estimate and compare *lengths*. With its picture menu, ESTIMATION can be used independently for either teaching or reinforcing lessons about estimation.

Apple Series	158BD	$34.95

LOGO

Terrapin, Inc.™
GRADES: 1–Adult
OBJECTIVES:
- To learn through discovery about math and geometry (angles, polygons)
- To acquire a sense of mastery over the computer through programming

LOGO is deserving of all the praise you've heard—it's an easy-to-learn, easy-to-use programming language that gives users the power to create graphics and music. LOGO features English-like commands such as "Forward 10" and "Right 90," which direct a triangular figure (the "Turtle") to move around the screen, drawing a line behind it. Students learn geometry as they draw and combine shapes on the screen. Students also become acquainted with powerful mathematical ideas such as use of variables and recursion. (See page 27 for more details about LOGO.)

Apple Series	144BD	$99.95
(Needs 64K Memory)		

DONALD DUCK'S PLAYGROUND

Walt Disney
Personal Computer Software
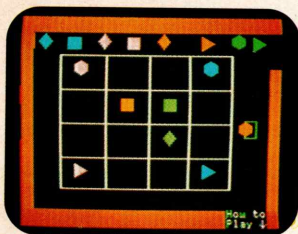**GRADES:** 2–5
OBJECTIVES:
- To reinforce the values of different coins and ability to make change
- To develop planning and budgeting skills

With student help, Donald Duck earns money to build a playground for his three nephews. The students and Donald then purchase equipment and design the play area. Students can even "play" in the completed playground! Throughout the game, students must make choices and budgetary decisions. Students also pay for each purchase and get change from the cash register. Three levels of game play involve different skill levels in change-making. A motivating game that interrelates many curriculum areas. Includes Archival Disk. JOYSTICK REQUIRED.

Apple Series	022BD	$49.95
Commodore 64 Disk	022CD	$49.95

Math: Problem Solving and Critical Thinking

GERTRUDE'S SECRETS®

Addison-Wesley (For The Learning Company®)
**GRADES:** 1–4 [AL] [MI] [ST] [TC]
OBJECTIVES:
- To develop logical thinking and problem-solving skills
- To practice inferring patterns and rules

Gertrude, the puzzle-loving goose, will have your students using logic and testing hypotheses in order to guess her "secret rules" and solve her puzzles. Students must fill Venn diagrams, arrays, and other puzzles with colored shapes according to the unstated rules. Several levels of difficulty, sample solutions, and explanations are provided for each type of puzzle. A discovery learning experience for one or two students. See also GERTRUDE'S PUZZLES (page 13). COLOR REQUIRED; JOYSTICK RECOMMENDED.

School Version

Apple Series/Atari	039BD	$59.95
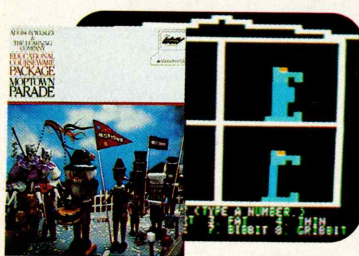
MOPTOWN PARADE®

Addison-Wesley (For The Learning Company®)
GRADES: K–3 [MI] [ST] [TC] (TE)
OBJECTIVES:
- To develop pattern recognition and problem-solving skills
- To practice visual discrimination and categorization

Practicing thinking skills is fun in the playful environment of MOPTOWN PARADE. The Gribbits and Bibbits differ in height, girth, and color. These varied moppets appear in seven different games sequenced from easy to hard. Students move from matching attributes (building a twin moppet) to inferring patterns and unstated rules. A good enrichment program for individuals or pairs. COLOR REQUIRED.

School Version

Apple Series/Atari	041BD	$54.95

COMPARE

THESE PROBLEM SOLVING AND LOGIC PROGRAMS

- We highly recommend both GERTRUDE'S SECRETS and MOPTOWN PARADE for developing logical thinking skills. GERTRUDE'S SECRETS has somewhat easier problem-solving tasks—although both programs offer a range of difficulty levels. MOPTOWN PARADE has a greater focus on attributes, each figure having four distinct attributes (compared with two attributes of GERTRUDE'S figures).

"Gertrude's Secrets…is a colorful program that reinforces skills in following directions, logical thinking, and distinguishing color and shapes."
—*Teaching and Computers*

Language Arts: Reading
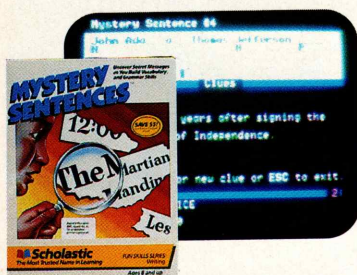
MYSTERY SENTENCES™

Scholastic Software®
GRADES: 3–12 [EL]
OBJECTIVES:
- To reinforce recognition of vocabulary words and parts of speech
- To practice deductive thinking

This word game challenges students to decipher MYSTERY SENTENCES with as few clues as possible. Students are told the number of letters and the part of speech of each word. They can ask for clues: either a letter to be revealed, or a hint about the sentence's meaning. Up to four students or teams can play. Teachers can create and edit sentence files. The guide gives excellent suggestions for classroom use, lists all pre-programmed sentences, and provides blackline masters.

School Version

Apple Series	117BD	$75.00

PERPLEXING PUZZLES

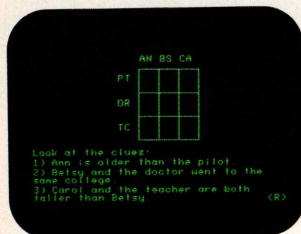**Hartley™ Courseware, Inc.**
GRADES: 4–6
OBJECTIVES:
- To develop and apply skills in reading for information and deductive reasoning

Most kids love to do "Deduction Puzzles"! PERPLEXING PUZZLES not only offers 30 Deduction Puzzles, it also has a tutorial disk, a student-management system, and a lesson/puzzle editor with which teachers can change or add material. The tutorial teaches students to make well-reasoned deductions from clues and use the process of elimination. An excellent way to inspire careful, critical reading!

Apple Series	175BD	$39.95
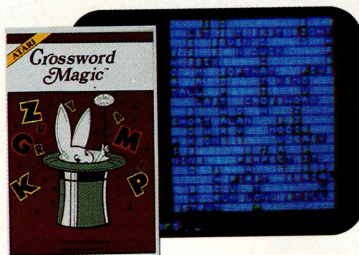
CROSSWORD MAGIC©
(New Improved Version)

Mindscape, Inc.
GRADES: 3–Adult [ST] [TC]
OBJECTIVES:
- To increase vocabulary by associating words with their meanings
- To practice spelling

CROSSWORD MAGIC allows you or your students to create crossword puzzles on any topic, at any level of difficulty. You enter words and clues into the computer, and the computer creates the puzzle, which can be saved or printed. You can even create a puzzle that gives hints to on-line solvers! This new, improved version has more user options and is compatible with even more printers and interface cards. No classroom should be without CROSSWORD MAGIC. PRINTER RECOMMENDED.

School Version

Apple Series	110BD	$49.95
Commodore 64 Disk	110CD	$49.95
IBM PC Series	110ID	$49.95

"Crossword Magic…is very highly recommended. It not only succeeds in saving the teacher vast amounts of time in the development of classroom activities, but its flexibility makes it an adaptable program for almost any teacher."
—Computers in Reading and Language Arts, Winter 1983

For instant ordering or more information, call TOLL FREE 1-800-423-2555.

WORD ATTACK!™

Davidson & Associates, Inc.
GRADES: 4–12
OBJECTIVES:
- To increase vocabulary
- To improve word usage

This four-part program offers a tutorial, two practice exercises, and an arcade game—all designed to teach words and their meanings. There are nine levels, which correspond to Grades 4–12; teachers can also add new word lists. Students can practice with multiple-choice and sentence-completion activities before trying the fast-paced arcade game. Supplementary DATA DISKS—each with 500 additional words—are available.

PROGRAM DISK

Apple Series	069BD	$49.95
Commodore/Atari	069CD	$49.95
IBM PC Series	069ID	$49.95

DATA DISKS
Grades 4 & 5

Apple Series	070BD	$19.95
Commodore 64 Disk	070CD	$19.95
IBM PC Series	070ID	$19.95

Grades 6 & 7

Apple Series	071BD	$19.95
Commodore 64 Disk	071CD	$19.95
IBM PC Series	071ID	$19.95

Grades 8 & 9

Apple Series	072BD	$19.95
Commodore 64 Disk	072CD	$19.95
IBM PC Series	072ID	$19.95

Data Disk for SAT

Apple Series	074BD	$19.95
Commodore 64 Disk	074CD	$19.95
IBM PC Series	074ID	$19.95

Roots and Prefixes

Apple Series	073BD	$19.95
Commodore 64 Disk	073CD	$19.95
IBM PC Series	073ID	$19.95

Language Arts: Writing/Grammar

BANK STREET STORYBOOK©

by George Brackett

Mindscape, Inc.
GRADES: 3–8 (MS)
OBJECTIVES:
- To encourage the application of creative writing skills and story illustration

BANK STREET STORYBOOK is a tool that students can use to create, illustrate, and animate original stories! A five-part on-screen tutorial and detailed teacher's manual make this program easy to implement. Stories can be saved to disk and printed. Students can work in small groups to create books, illustrated reports, maps, greeting cards, animated cartoons—the uses are countless! JOYSTICK OR GRAPHICS TABLET REQUIRED. COLOR AND PRINTER RECOMMENDED.

School Version

| Apple Series | 109BD | $49.95 |
| Commodore 64 Disk | 109CD | $49.95 |
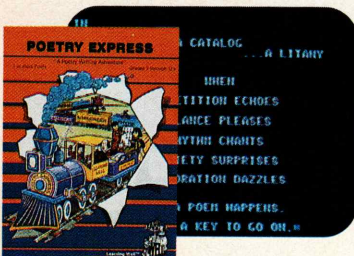
POETRY EXPRESS

Learning Well™
GRADES: 3–6 [EL]
OBJECTIVES:
- To learn and write in a variety of poetry styles

POETRY EXPRESS provides formatted writing experiences in Haiku, Limericks and six other forms of poetry. Students select the type of poem. They can read a description, rules, and examples as needed. Students are also encouraged to generate ideas *before* beginning to write. During writing, students are given pattern reminders, editing tools, and a helpful rhyme-finder. Completed poems can be saved and printed. A great enrichment experience! PRINTER RECOMMENDED.

| Apple Series | 100BD | $39.95 |
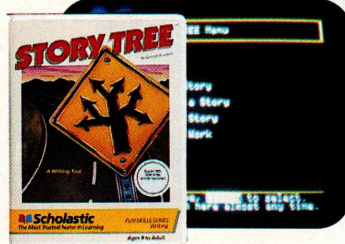
STORY TREE®

Scholastic Software®
GRADES: 4–8 [EL] [CC] [TC]
OBJECTIVES:
- To apply writing techniques in the creation of interactive stories or articles

STORY TREE helps students write interactive stories and articles that require readers to make plot-related choices as they read. Students write a portion of their stories, then create "branches" for the stories to take. Story lines must be written for each branch, and may branch again. Stories can be up to 200 pages and can be printed. To be used for individual or group writing projects, including teacher-created interactive tutorials. PRINTER RECOMMENDED.

School Version

Apple Series	126BD	$75.00
Commodore 64 Disk	126CD	$75.00
IBM PC Series	126ID	$75.00

COMPARE
THESE WRITING PROGRAMS

- We recommend BANK STREET STORYBOOK and NEWSROOM (p. 24) for students who already write with imagination and style. Both allow students to write more, easier, with more professional-looking results, and also allow students to illustrate their work. (BANK STREET STORYBOOK is especially good for imaginative stories and illustrated reports. NEWSROOM is designed specifically for creating newspapers and newsletters.)

- STORY TREE is unique, for it helps users write branching stories and articles. It is particularly easy to use in the classroom because it encourages writing collaboration and sharing.

- THE WRITING ADVENTURE is an exciting way to encourage reluctant writers—students who are not able to independently develop characters, settings, and plots.

- POETRY EXPRESS encourages students who feel they "can't" write poetry to feel more comfortable with independent expression.

THE WRITING ADVENTURE

DLM Teaching Resources
GRADES: 4–7
OBJECTIVES:
- To improve writing skills while developing imaginary plots and characters
- To practice observation and note-taking

THE WRITING ADVENTURE directs students through planning, writing, and editing of creative stories—with a motivating adventure game! Students are shown a scene and a portion of a story, then prompted to write notes on "electronic note cards." Students continue to move through the adventure, exploring, making decisions, and taking notes. When the adventure ends, students use the notes to write their stories, which can be saved and printed. A helpful tool for students who have difficulty writing detailed stories. COLOR AND PRINTER RECOMMENDED

| Apple Series | 085BD | $59.95 |

GOOFY'S WORD FACTORY

Walt Disney
Personal Computer Software
GRADES: 3–7
OBJECTIVES:
- To practice identifying parts of speech in context and encourage creative writing skills

GOOFY'S WORD FACTORY includes two arcade/strategy games in which students "earn" words by correctly identifying parts of speech in context. In the Story Room, students write original stories. Whenever students use the special earned words, they can see their stories come to life on the screen with Disney animation! Stories can be saved and printed. Includes Archival Disk.

| Apple Series | 023BD | $49.95 |

- For more writing programs, see page 18; also see writing tools on pages 23 and 24.

Language Arts: Spelling

CRYPTO CUBE®

DesignWare®
(A Britannica Learning Co.)
GRADES: 3—Adult
OBJECTIVES:
- To learn through discovery spelling patterns (CVC pattern, consonant clusters, etc.)
- To enlarge vocabulary

CRYPTO CUBE is a word puzzle game for one or two players. Hidden words are arranged on a cube. Students must guess the missing letters to discover the words. There are 50 topical word lists from which the computer generates thousands of unique puzzles. The word lists are printed in the manual for easy selection of grade-appropriate lists. Students and teachers can also input their own word lists or create their own puzzles. A fun way to practice spelling words or new vocabulary.

Apple Series	075BD	$39.95
Commodoree 64 Disk	075CD	$39.95
IBM PC Series	075ID	$39.95

MAGIC SPELLS™

Addison-Wesley
(For The Learning Company®)
GRADES: 1–6 ST MI MS TE
OBJECTIVES:
- To practice spelling words from 14 topical lists and word lists input by teacher

Add castles, wizards, and treasure to your spelling lessons! In "Scramble Spells," students fill a chest with gold as they unscramble words. If a student makes a mistake, incorrect letters are erased, while correct letters remain as clues. Students can ask for help—but it costs them gold! In "Flash Spells," each word is flashed on the screen for one to nine seconds, and students try to type it correctly. Best used by individuals.
School Version

| Apple/Atari	040BD	$49.95

SPELL IT!™

Davidson & Associates, Inc.
GRADES: 3—Adult
OBJECTIVES:
- To practice spelling the 1,000 most commonly misspelled words and word lists input by teacher

SPELL IT! includes four spelling activities and a wide span of difficulty levels. A tutorial displays each word in syllables and in a sentence. Practice activities require students to type the words to complete sentences and to unscramble words. In the SPELL IT! arcade game, students control a hungry frog to select and "eat" the correct spellings of words. Ideal for enrichment; includes advanced spelling rules and vocabulary.

Apple Series	068BD	$49.95
Commodore 64 Disk	068CD	$49.95
IBM PC Series	0681D	$49.95
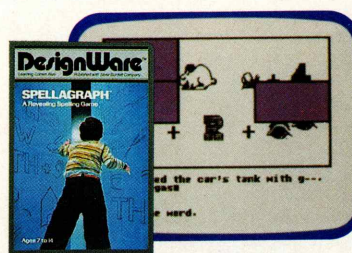
SPELLAGRAPH®

DesignWare, Inc.®
(A Britannica Learning Co.)
GRADES: 2–6 MI
OBJECTIVES:
- To practice spelling words from the Silver Burdett Spelling Series and word lists input by teacher

This game challenges students to solve rebus puzzles while they practice spelling. The student is invited to study the word list (organized by spelling rule) before beginning the game. The game play presents the student with a sentence in which the target word is missing. By correctly spelling the word, the student uncovers part of the rebus puzzle. Misspelled words are crossed out, the correct spellings are shown, and the words are repeated later in the game.

Apple Series	080BD	$39.95
Commodore 64 Disk	080CD	$39.95
IBM PC Series	080ID	$39.95

"Crypto Cube...is a worthwhile challenge for people who want to improve their facility with words."
—*Creative Computing*

"Spellagraph belongs right up there with the other new puzzle games. Games that make you think and games that you can win."
—*InfoWorld*

COMPARE
THESE SPELLING PROGRAMS

- All of these recommended spelling packages can be customized—just input your own lists of words.
- We feel that MAGIC SPELLS is the best program for very young students. The games are simple, and clues are given to help children succeed in spelling words correctly.
- SPELLAGRAPH is particularly appropriate for reinforcement of spelling rules. The word lists are classified by spelling rule (such as Silent-E words); also, words are presented in context, and the goal of solving the rebus puzzle holds student interest. Additional practice is ensured when students make errors, because missed words appear later in the game.
- For enrichment, we recommend SPELL IT! The advanced rules and vocabulary challenge good spellers, and words are presented in context. Also, one activity requires students to recognize the correctly-spelled word among several misspellings. This skill is important because this is how spelling achievement is measured in standardized tests.
- CRYPTO CUBE is especially good for helping students discover spelling patterns. This program could be used for remediation because the challenging game is high-interest for older students, even when the words used are very simple.

Language Arts: Problem Solving and Critical Thinking
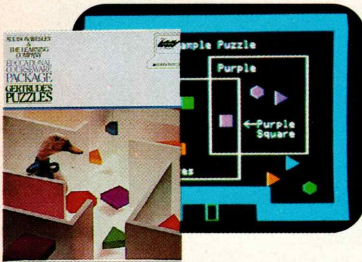
GERTRUDE'S PUZZLES®

**Addison-Wesley
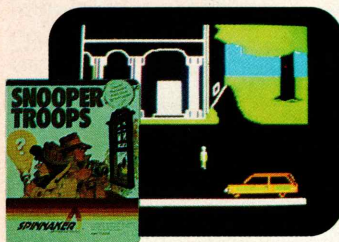(For The Learning Company®)**
GRADES: 2–6 AL ST EL
OBJECTIVES:
■ To develop logical thinking and deductive reasoning

This program expands upon the concepts presented in GERTRUDE'S SECRETS (see page 9), with more complex puzzles. Gertrude the goose presents a treasure for each completed puzzle; but students will also gain valuable practice in categorizing, inferring rules, and developing and testing solutions. Students can also use a shape editor to create original playing pieces. Best when used by one or two students after a brief teacher introduction. COLOR REQUIRED.

School Version

Apple Series/Atari	038BD	$59.95

MOPTOWN HOTEL®

**Addison-Wesley
(For The Learning Company®)**
GRADES: 3–6 MI ST TC (TE) (CC)
OBJECTIVES:
■ To develop:
  deductive reasoning and problem-solving skills
  the abilities to determine attributes and complete analogies

This program is a sequel to MOPTOWN PARADE (see page 9). Higher level reasoning skills are required—without higher-level reading requirements. The seven challenging games include "Who's Next Door?" (students complete analogies), "Whose Birthday?" (students use clues and deductive reasoning to guess the birthday moppet), and "Moptown Hotel" (two players fill an array with moppet guests according to particular rules). COLOR REQUIRED.

School Version

Apple Series/Atari	041BD	$54.95

ROCKY'S BOOTS®

**Addison-Wesley
(For The Learning Company®)**
GRADES: 3–6 AL MS ST TC (CC)
OBJECTIVES:
■ To discover laws of logic
■ To learn about logic circuits
■ To enhance problem-solving skills

Students score points by building machines using logic circuits. The on-screen tutorial is all the teaching needed for students to explore logic in a fun and exciting environment, figuring out what parts go with what and why machines do or do not work. ROCKY'S BOOTS is a good follow-up to GERTRUDE'S PUZZLES. Can be used by one or two students. COLOR REQUIRED.

School Version

Apple Series/Atari	043BD	$64.95

SNOOPER TROOPS

CASE #1: Granite Point Ghost™
CASE #2: Disappearing Dolphin™
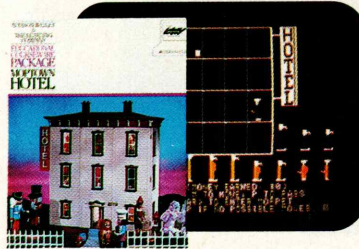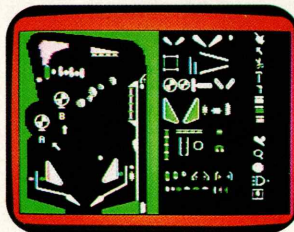**Spinnaker Software Corp.®**
GRADES: 5–Adult
OBJECTIVES:
■ To develop and practice skills in problem solving, creating and reading maps, and taking notes

They're adventure games *and* interactive mysteries! Students become detectives who must discover the motive and the perpetrator of a crime by collecting clues, taking notes, drawing maps of their explorations, and organizing facts. When used by small groups, SNOOPER TROOPS encourages thoughtful discussions. A great enrichment tool that also motivates reading and thought among reluctant readers.

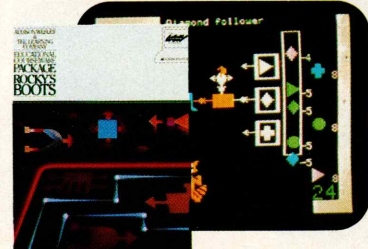|	CASE #1	CASE #2	EACH
Apple Series	132BD	133BD	$32.95
Atari (Not 600XL)	132AD	133AD	$26.95
Commodore 64 Disk	132CD	133CD	$26.95
IBM PC Series	132ID	133ID	$32.95

PINBALL CONSTRUCTION SET™

Electronic Arts™
GRADES: 5–Adult
OBJECTIVES:
■ To encourage creative problem solving

With this tool, students can create their own video pinball games. As they plan, construct, and predict the outcomes of their game design, students practice logical thinking and test ideas. Students also control the physics, sound, and bonus scoring of their games. Five games are included for study of design elements and possible shortcomings. Games can be saved to disk. Best used by one or two students. JOYSTICK REQUIRED.

Apple Series	087BD	$35.00
Commodore 64 Disk	087CD	$23.00
IBM PC Series	087ID	$35.00

COMPARE
THESE PROBLEM SOLVING AND LOGIC PROBLEMS

■ GERTRUDE'S PUZZLES and MOPTOWN HOTEL have similar problem-solving tasks, which focus on classifying, inferring rules, and deductive reasoning. MOPTOWN HOTEL is somewhat more difficult because each figure has four attributes.

■ PERPLEXING PUZZLES (p. 10), which teaches students how to solve logic puzzles, is also excellent for developing deductive reasoning.

■ SNOOPER TROOPS CASES #1 & 2 are adventure games that encourage students to explore an unfamiliar environment, make and use maps, take notes, and make deductions. Other adventure games that develop these problem-solving skills are: WINNIE THE POOH IN THE HUNDRED ACRE WOOD (p. 7) MICKEY'S SPACE ADVENTURE (p. 16) THE WRITING ADVENTURE (p. 11)

■ PINBALL CONSTRUCTION SET motivates students to experiment, draw cause/effect relationships, and solve problems.

■ ROCKY'S BOOTS teaches about logic in the classic sense; and, or, not statements, and so on. Students also become familiar with computer logic.

Math: Arithmetic Operations

MATH SEQUENCE SERIES
(New Improved Version)

Milliken Publishing Company
GRADES: 1–6 [AL] [ST] [TE] [EL] [TC]
OBJECTIVES:
- To practice solving multi-step problems in addition, subtraction, multiplication, division, fractions, and percents

These six disks provide thorough arithmetic drill and practice. Each disk covers one basic skill step by step, with specific sub-steps. When students master a level, they move up to the next level. Includes pre- and post-tests, worksheet generators, and a streamlined management system. For use by individual students.

|	Apple	IBM PC	Price
Addition	102BD	102ID	$34.95
Subtraction	107BD	107ID	$34.95
Multiplication	105BD	105ID	$34.95
Division	103BD	103ID	$34.95
Fractions	104BD		$34.95
Percents	106BD		$34.95
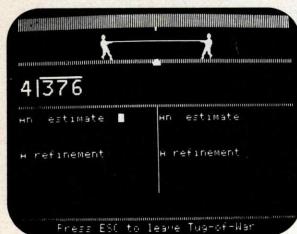
ARITHMEKICKS

Houghton Mifflin
GRADES: 4–6
OBJECTIVES:
- To practice estimating answers to multiplication and division problems

At last! A product that encourages students to estimate answers to multiplication and division problems! Two competing students take aim on targets or play tug of war in three estimation games. One game also encourages deduction: players see multiplication problems with only the answers revealed. As each digit is randomly displayed, players must guess where to place it.

Apple/Commodore	095BD	$39.95
Apple/IBM PC Series	095ID	$39.95
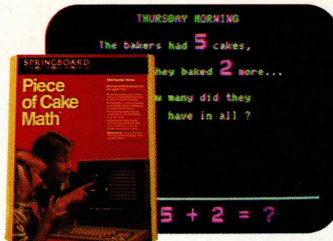
PIECE OF CAKE MATH: NUMBER GAMES FOR CHILDREN™

Springboard™
GRADES: 2–5 [MI] (ST)
OBJECTIVES:
- To solve addition, subtraction, multiplication, and division word problems
- To increase speed and accuracy in solving number problems

In this magical bakery, students can choose which math operation to practice. The picture menu offers five activities: a flashcard drill, an arcade game (for 1–4 players), and several word-problem activities. Graphics and hints are available to help students, if necessary. Particularly well-suited to remediation. COLOR RECOMMENDED.

Apple Series	136BD	$34.95
Commodore 64 Disk	136CD	$34.95
IBM PC Series	136ID	$34.95

COMPARE
THESE ARITHMETIC OPERATION PROGRAMS

- ARITHMETICKLE is an excellent supplement to addition and subtraction lessons. The three games vary in difficulty, focus, and scenarios, and can meet the varying needs of students.
- PIECE OF CAKE is unique with its simple, charming word problems, which give practice in all four operations. The graphics and hints make this product particularly valuable for students who don't understand the math concepts.
- Students who need reinforcement in multiplication and division math facts will benefit from drill with DRAGON MIX. This exciting arcade game will appeal to older students. Also useful for skill maintenance.
- MATH SEQUENCES provide complete arithmetic drill. Small gradations of skill levels make them especially valuable for Special Ed.
- ARITHMEKICKS is a valuable program. It requires students to estimate results of multi-digit multiplication and division problems—a very useful skill that is seldom practiced!

DRAGON MIX/ SKILL BUILDERS

DLM Teaching Resources
GRADES: 3–6 [AL] [ST]
OBJECTIVES:
- To encourage speed and accuracy of multiplication and division fact recall (0-144)

Students help a dragon protect a city from invading spacecraft in this arcade game—by matching multiplication or division problems with their answers. The correct answer destroys the approaching spacecraft! Students control speed, problem range, and game length. DRAGON MIX includes blackline masters, flashcards, and other support materials as well as an on-line student management system and performance analysis (on screen or print-out).

School Version

Apple Series	083BD	$44.00
Commodore 64 Disk	083CD	$44.00
IBM PC Series	083ID	$44.00

ARITHMETICKLE

Houghton Mifflin
GRADES: 3–6
OBJECTIVES:
- To increase speed and accuracy in solving addition and subtraction problems
- To encourage deductive problem solving

Here are three engaging, easy-to-use games that drill students in addition and subtraction. Some problems feature missing addends or 2-digit addends. In "Mystery Math," students guess their opponents' secret 5-digit problems, using strategy based on math knowledge. In each game, students may compete with the computer or a friend.

Apple/Commodore	096BD	$39.95
Apple/IBM PC Series	096ID	$39.95

- For more programs on arithmetic operations, see page 8 and see page 19 (Quations).

Math: Fractions, Decimals, Percents/Measurement

FRACTION FACTORY: MATH GAMES FOR CHILDREN™

Springboard™
GRADES: 3–6 MI TC ST

OBJECTIVES:
- To practice identifying fractions and equivalent fractions, and simplifying fractions
- To practice adding, subtracting, and multiplying fractions

This program is more than a simple drill on fractions. Graphic representations and hints help teach fraction concepts. Students select one of six skills from either picture or word menus. As students answer questions (such as, "What fraction of the hearts is in the box?") or solve problems (such as 1/2 = ?/8), they get a graphic report of their progress. For individual students. COLOR REQUIRED.

Apple Series	135BD	$29.95
Commodore	135CD	$29.95
IBM PC Series	135ID	$29.95

DONALD DUCK'S PLAYGROUND

Walt Disney
Personal Computer Software
GRADES: 2–5

OBJECTIVES:
- To reinforce the values of different coins and ability to make change
- To develop planning and budgeting skills

Students help Donald Duck to earn money to design and build a playground they can "play" in. During the game, students must make choices and budgetary decisions—such as how long to work and how to spend money. Students also pay and get change for equipment purchases. Three levels of game play involve different skill levels in change-making. Includes Archival Disk. JOYSTICK REQUIRED.

Apple Series	022BD	$49.95
Commodore 64 Disk	022CD	$49.95
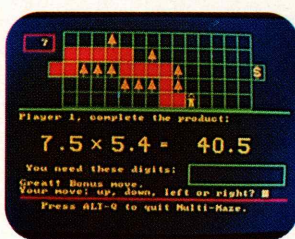
MATH MARVELS

Houghton Mifflin
GRADES: 5–7

OBJECTIVES:
- To improve knowledge of decimal values
- To practice operations with decimals (addition, subtraction, multiplication)

Three fun activities give students practice in decimals. In "Decimal Hunt," students try to guess secret decimal numbers, using feedback on whether their guesses are too high or too low. In the other games, students use given digits to create and answer decimal problems. All three games reward planning and strategic thinking as well as math skills. Students play against the computer or a friend.

Apple/Commodore	097BD	$39.95
Apple/IBM PC Series	097ID	$39.95

EXPLORING TABLES AND GRAPHS— LEVELS 1 & 2

**Weekly Reader Family Software**
GRADES: Level 1: 3–4 MS
Level 2: 5–6

OBJECTIVES:
- To introduce and practice:
 organizing data in a table
 constructing and interpreting bar graphs, picture graphs, and pie graphs
(LEVEL 2 ONLY):
 constructing and interpreting line graphs

This exciting program is a tutorial, an arcade game, a drill, and a graphing tool! Students are introduced to various types of graphs using the most interesting subject possible—the students themselves! First, they play an arcade game, and their scores are presented in both table and graph form. Tutorials, further examples, and drills are also available. And, students and teachers can create and print their own graphs. COLOR REQUIRED: JOYSTICK OR PADDLES REQUIRED.

	Level 1	Level 2	Price
Apple Series	150BD	151BD	$34.95
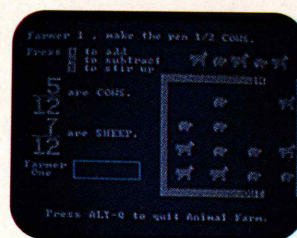
MATH MASTERS

Houghton Mifflin
GRADES: 5–7

OBJECTIVES:
- To practice multiplying whole numbers by percents, finding equivalent fractions, and estimating

MATH MASTERS invites students to sharpen fraction and percent skills as they play three games—moving through mazes, earning "money" in a "Quiz Show" game, and adding or subtracting animals to a barnyard. One game requires players to estimate the results of multiplying whole numbers by percents. Games can be played by one or two students. MATH MASTERS is particularly good for junior high remediation.

Apple/Commodore	098BD	$39.95
Apple/IBM PC Series	098ID	$39.95

COMPARE
THESE FRACTION PROGRAMS

- **FRACTION FACTORY** is an excellent introduction to fractions. The graphic images and hints help bridge the gap between concrete manipulatives and the world of numbers. This program also involves many skills—from identifying fractional parts, to using fractions with math operations.
- **MATH SEQUENCES** (p. 14) are even more comprehensive, including multiplication of mixed numerals, division by fractions, reciprocals, decimals, and percents. These programs are best for older students who already understand fraction concepts but need practice.
- **MATH MASTERS** also provides practice with fractions, percents, and ratios—in a variety of fun games. Because two students can play each game, this product is excellent for supplementary use in classrooms with limited computer access.

Science

### SCIENCE TOOLKIT — MASTER MODULE™

Broderbund® Software
GRADES: 4–12
OBJECTIVES:

- To use scientific methods and instruments to perform experiments in chemistry, physics, and biology

This package gives you all the equipment you need to solve interesting puzzles such as "Which travels faster, a golfball or a cannonball?" Included are a plug-in temperature probe and light sensor, plus on-screen instruments such as a light meter and timer. Students can actively explore with these tools, studying such topics as light and color, plant growth, and chemical energy. The experiments in the manual are simple to perform. This product is especially useful for teachers who have little science background.

Apple Series	055BD	$59.95

(Apple II+ Needs Joystick Port Adapter)
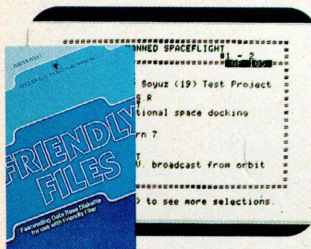
FRIENDLY FILES— SCIENCE AND NATURE FACTS™
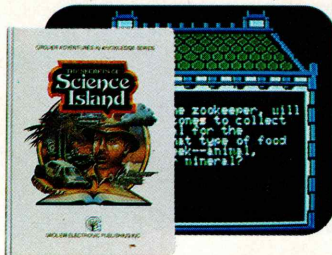
Grolier Electronic Publishing
GRADES: 3–9
OBJECTIVES:

- To learn facts about wildflowers, mammals, and manned space flights.
- To develop skill in locating information using a computer filing system

This easy-to-use data base is for use with FRIENDLY FILER (see page 24). Each file contains facts that can be retrieved, sorted, and contrasted in many ways. A bibliography file can help students find further reading. Students can use the data base to answer research questions or to simply "browse" for information. Research ideas are given in the manual. Ideal for gifted or enrichment programs. FRIENDLY FILER REQUIRED.

Apple Series	092BD	$14.95
Commodore 64 Disk	092CD	$14.95
IBM PC Series	092ID	$14.95

THE SECRETS OF SCIENCE ISLAND™

Grolier Electronic Publishing
GRADES: 4–8
OBJECTIVES:

- To develop skills in using reference books
- To become aware of science fallacies and develop a scientific attitude, critical of assumptions

In this adventure game, students travel about on a magical island, earning "memstones" by answering questions about science facts. The answers are found in the included book **Science Facts You Won't Believe.** Students learn to use the index, read for information, and interpret diagrams as they work their way through the three game levels. Up to 30 students can save separate games. Particularly appropriate for remediation with older students.

School Version

Apple Series	094BD	$49.95
Commodore 64 Disk	094CD	$49.95
IBM PC Series	094ID	$49.95

DINOSAUR DIG™

CBS Software
GRADES: 3–6
OBJECTIVES:

- To improve skills in deductive reasoning, classifying, comparing
- To encourage research and note taking
- To learn facts about dinosaurs

With the provided plastic overlay, your computer keyboard will feature pictures and names of 32 dinosaurs! Pairs of students or individuals can play five different games. One gives players clues to dinosaurs' identities. Others focus on classification or comparison of dinosaurs. Students also benefit by taking notes and by additional research. An excellent follow-up to a unit on dinosaurs.

Apple Series	058BD	$39.95
Commodore 64 Disk	058CD	$39.95
IBM PC	058ID	$39.95

MICKEY'S SPACE ADVENTURE

Walt Disney
Personal Computer Software
GRADES: 3–6
OBJECTIVES:

- To develop and practice: logical thinking and problem-solving skills in making and reading maps
- To learn about the planets

In this adventure game, students help Mickey and Pluto recover nine pieces of "memory crystal" scattered throughout our solar system. To do so, students must explore various planets and moons, learning facts about the solar system. Students also make maps and use problem-solving skills as they collect needed items. The adventure is repeatable, and unfinished games can be saved. Small groups of students can pool knowledge, split up keyboarding and mapping tasks, and experience group decision-making.

Apple Series	021BD	$49.95
Commodore 64 Disk	021CD	$49.95

"Mickey's Space Adventure is rewarding as both an entertainment and an educational package."
—Compute!'s Gazzette, November 1985

For instant ordering or more information, call **TOLL FREE 1-800-423-2555.**

- For more science programs, see page 21.

DISNEY'S PLEDGE OF SATISFACTION

If you are not satisfied with the software you have purchased, you may, at your expense, return it within 30 days of purchase provided that the software is in the original packaging, is in resalable condition, and is accompanied by the invoice or pink packing slip. Computer software is sold on a firm order basis. Special arrangements can be made for review by qualified committees or individuals. Please contact Customer Service TOLL FREE at 1-800-423-2555.

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UNITED STATES

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**WALT DISNEY
EDUCATIONAL MEDIA COMPANY
Attn: Customer Service
10316 N. W. Prairie View Road
Kansas City, Missouri 64153-9990**

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Postage will be paid by addressee

**WALT DISNEY
EDUCATIONAL MEDIA COMPANY
Attn: Customer Service
10316 N. W. Prairie View Road
Kansas City, Missouri 64153-9990**

YES! I want to purchase Disney-recommended software for my classroom. I understand I am covered by Disney's Pledge of Satisfaction. (See Reverse Side).

Authorized signature and phone number needed to process this order.

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Signature

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Telephone

Please specify:

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☐ Bill to Purchase Order # _____

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School

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Street Address

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City/State   ZIP

Offers and prices expire 8/31/86.

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Name   Job Title

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School

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Street Address

_____
City/State   ZIP

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- Send your purchase order or payment to:

  Walt Disney Personal Computer Software
  Attn: Customer Service
  10316 N.W. Prairie View Road
  Kansas City, MO 64153-9990

- Call Customer Service **TOLL FREE 1-800-423-2555.**

Product Code Order #	Quantity	Title	Item Price	Total Price

SHIPPING AND HANDLING Shipments are FOB Burbank, California. To calculate your shipping charge: • Add 5% on orders up to $1,000 • Add 3% on orders over $1,000. The minimum shipping charge is $5.00. All costs on product returns are paid for by the customer.

* The following states should include applicable sales tax in the TOTAL of their order: Arkansas, California, North Carolina and Washington.

Subtotal	
Shipping & Handling (See box at left to estimate charges)	
Sales Tax*	
Total Price	

Mickey's Great Disney Giveaway!

Every order entitles you to one **FREE 12″ Mickey Plush Doll.*** Plus, if your order of individual titles (Core Packs excluded) totals—
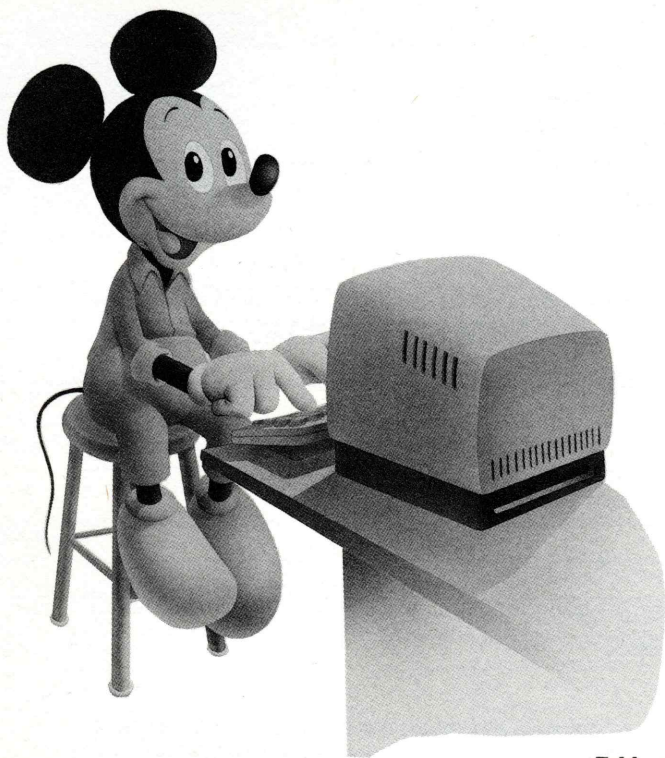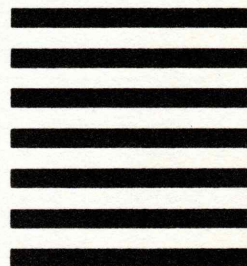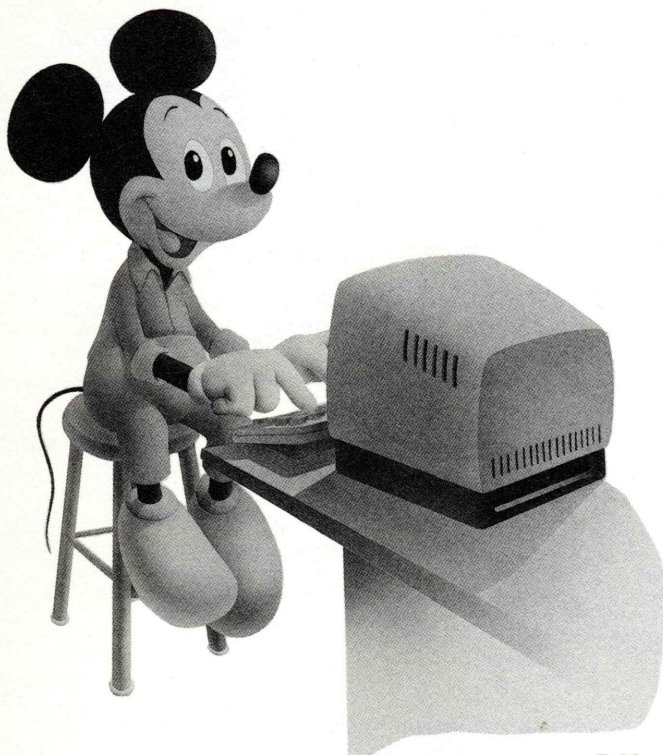- $175–$324, choose ONE FREE Disney software program.
- $325 or over, choose TWO FREE Disney software programs.

Choose any Disney product(s) on the catalog inside front cover, page 1 or page 2, and indicate your choice(s): ⟶

*Please allow 4–6 weeks from shipping date of product for shipping of Mickey plush doll.

MC-053-BRC

Product Code Number	Title

Social Studies: Maps, Graphic Materials and References

AMERICA COAST-TO-COAST™

CBS Software
GRADES: 4–9
OBJECTIVES:
- To review locations of and facts about the 50 states
- To practice directionality and map skills.

A keyboard overlay with state abbreviations is provided for use with five different activities. One activity is a student-controlled review of state facts. The drill games include "State Quiz," in which students identify the state highlighted on the on-screen map, and then answer multiple-choice questions about that state. Another game gives directional clues to help students guess the "Mystery State." "Across the U.S.A." requires players to create routes from beginning to destination states.

Apple Series	057BD	$39.95
Commodore 64 Disk	057CD	$39.95
IBM PC	057ID	$39.95

ROAD RALLY U.S.A.™

Bantam Electronic Publishing
GRADES: 5–8
OBJECTIVES:
- To learn through discovery United States geography
- To practice reading road maps and reasoning and problem solving

Students discover America by driving a simulated car from a starting location to various target sites. Players must use clues to figure out their destinations, full-color map cards to plan efficient routes. Map cards also tell students facts about the region they are "traveling" through. For individuals or cooperative pairs. Users choose difficulty level and region to visit. COLOR REQUIRED.

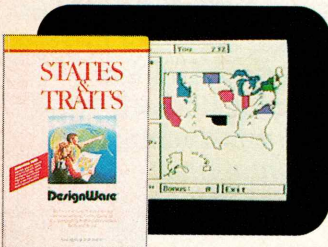| Apple Series	044BD	$39.95
IBM PC Series (128K Required)	044ID	$39.95

FRIENDLY FILES—U.S. AND WORLD FACTS™

Grolier Electronic Publishing
GRADES: 5–8
OBJECTIVES:
- To learn facts about states, countries, and continents
- To develop skill in locating and manipulating information using a computer filing system.

This simply-designed data base is used with FRIENDLY FILER (see page 24). The files contain information about states, countries, and continents; there is also a bibliography file. Students can use the data base to answer particular research questions, such as those suggested in the manual, or they may want to "browse" for general information. Facts can be sorted, contrasted, and printed. FRIENDLY FILER REQUIRED.

Apple Series	093BD	$14.95
Commodore 64 Disk	093CD	$14.95
IBM PC Series	093ID	$14.95

STATES AND TRAITS™

DesignWare, Inc.® (A Britannica Learning Co.)
GRADES: 4–12 [EL]
OBJECTIVES:
- To reinforce knowledge of U.S. geography and to improve map skills

STATES AND TRAITS includes two drill-and-practice games. In one students move state outlines to their locations on a U.S. or regional map. In the other game, students match capitals, landforms, and historical facts with the appropriate state. A tutorial option allows students to review facts. Users can also create (and save) their own original matching games by writing questions and designing maps. Games are for one or two players.

Apple Series	081BD	$44.95
Commodore 64 Disk	081CD	$44.95
IBM PC Series	081ID	$44.95

EUROPEAN NATIONS AND LOCATIONS™

DesignWare, Inc.® (A Britannica Learning Co.)
GRADES: 4–12
OBJECTIVES:
- To reinforce knowledge of European geography
- To improve map skills, using physical and political maps

Tutorial and drill activities combine to teach European geography, history, and facts. One game asks students to move outlines of various nations to their places on a European map. Another requires students to match facts with the appropriate European country. The tutorial allows students to review facts prior to games. One or two students may play each game. The valuable "Make Your Own Game" section invites users to add their own questions and maps.

Apple Series	076BD	$44.95
Commodore 64 Disk	076CD	$44.95
IBM PC Series	076ID	$44.95

COMPARE THESE U.S. GEOGRAPHY PROGRAMS

- ROAD RALLY U.S.A. focuses on actually reading and using maps, and it does a good job of tying *computer* maps and activities to *paper* maps. Its game format (similar to an adventure game) could be extended by students making an off-computer game with local maps, sites, and hazards.
- The other two programs focus on the locations of the states and on state facts. STATES AND TRAITS is particularly useful in familiarizing students with physical maps. Also, this program is flexible because users can add facts, expand the quiz game, or create their own games.
- AMERICA COAST-TO-COAST features a keyboard overlay with state abbreviations, which students will soon learn! This includes the greatest variety of game formats. Aside from learning state locations and facts, students practice using cardinal directions.

SECONDARY

Language Arts: Reading/Writing/Spelling
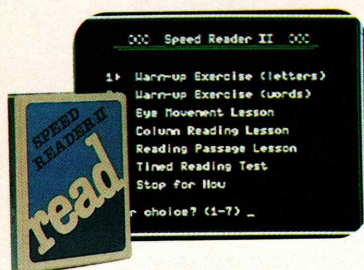
SPEED READER II™

Davidson & Associates, Inc.
GRADES: 7–adult ⬚ST ⬚MI ⬚CC

OBJECTIVES:

- To increase reading speed by increasing eye span, improving eye movements, and improving comprehension skills

A complete speed reading program that includes warm-up exercises, eye movement lessons, and a lesson on reading columns. The student also improves speed and accuracy with timed reading tests followed by comprehension questions. Reading rate can be pre-set and adjusted with student progress. Includes record-keeping system, progress charts, and lesson-by-lesson instructions. Teachers can customize lessons. Also, DATA DISKS—each with 35 supplementary reading passages—are available.

Program Disk

Apple Series	062BD	$69.95
Commodore 64 Disk	062CD	$69.95
IBM PC Series	062ID	$69.95
Macintosh	062MD	$69.95

Data Disks:
Disk A—Upper Elementary Grades

Apple Series	063BD	$19.95
Commodore 64 Disk	063CD	$19.95
IBM PC Series	063ID	$19.95
Macintosh	063MD	$19.95

Disk B—Intermediate Grades

Apple Series	064BD	$19.95
Commodore 64 Disk	064CD	$19.95
IBM PC Series	064ID	$19.95
Macintosh	064MD	$19.95

Disk C—High School

Apple Series	065BD	$19.95
Commodore 64 Disk	065CD	$19.95
IBM PC Series	065ID	$19.95
Macintosh	065MD	$19.95

Disk D—College/Adult

Apple Series	066BD	$19.95
Commodore 64 Disk	066CD	$19.95
IBM PC Series	066ID	$19.95
Macintosh	066MD	$19.95

Free Software Premiums!
See front pages for details.

BANK STREET WRITER: WRITING ACTIVITIES AND LANGUAGE SKILL BUILDERS™

Scholastic Software®
GRADES: 5–8
OBJECTIVES:

- To improve writing fluency and skills
- To encourage high-level word processing skills

Here is a collection of on-screen activities—to be used with BANK STREET WRITER (see page 23)—that sharpen word processing skills and encourage experimentation with language. Activities include puzzles and mysteries to be solved using word processing techniques like "search and replace." Other activities provide fun and unusual writing assignments. Requires little teacher intervention. To be used by one or two students who are already familiar with BANK STREET WRITER. BANK STREET WRITER AND PRINTER REQUIRED.

Apple Series	115BD	$75.00
Commodore 64 Disk	115CD	$75.00
IBM PC Series	115ID	$75.00

BANK STREET WRITER: WRITING SKILLS BANK™

Scholastic Software®
GRADES: 5–8 ⬚AL ⬚MI ⬚ST ⬚TE ⬚EL ⬚TC ⬚CC

OBJECTIVES:

- To practice and improve writing skills
- To encourage high-level word processing skills

These 40 pre-assembled lessons and 164 writing activities (for customized lessons) are designed to improve both writing and word processing skills. Each multiple-activity lesson relates to a specific writing skill (such as describing a story setting or using verb tenses). Students perform tasks such as writing original works, correcting grammatical mistakes, and editing passages by deleting unnecessary words. Student work can be printed or saved. Students must already be familiar with BANK STREET WRITER to be successful. BANK STREET WRITER and PRINTER REQUIRED.

Apple Series	116BD	$75.00
Commodore 64 Disk	116CD	$75.00
IBM PC Series	116ID	$75.00

THE GRAMMAR EXAMINER™

DesignWare, Inc.®
(A Britannica Learning Co.)
GRADES: 7–11 (eighth grade reading level)
OBJECTIVES:

- To practice and apply in context punctuation, capitalization, subject-verb agreement, adverb and adjective usage

When students play THE GRAMMAR EXAMINER, they become reporters, earning wages and promotions by correctly editing humorous news stories that are riddled with grammatical mistakes. A fun way to practice grammar! Students and teachers can add their own paragraphs to be corrected—and the errors can be factual instead of grammatical—making this game even more valuable. Can be used individually or by small groups.

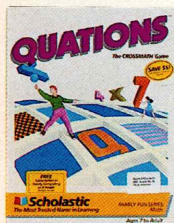|		
Apple Series	077BD	$44.95
Commodore 64 Disk	077CD	$44.95
IBM PC Series	077ID	$44.95

"The Grammar Examiner combines skill and luck in an entertaining package that teaches writing. It's both educational and entertaining."
—Family Computing

Math: Arithmetic Operations

QUATIONS™

Scholastic Software®
GRADES: 3–adult
OBJECTIVES:

- To develop mathematical flexibility
- To practice creating and solving equations and strategy skills

Up to three players or teams can enjoy this challenging math game. The object is to score points by constructing mathematical equations using number and operation "tiles." The equations are placed on a "gameboard" that includes bonus squares. Multiple difficulty levels are achieved by student selection of any one or any combination of operations. The challenge: students play against the computer in the guise of a clever bird named Quato. COLOR RECOMMENDED.

School Version

Apple Series	118BD	$49.95

Math: Sampling and Probabilities

HEATH MATH WORLDS: EXPLORING MATHEMATICS WITH COMPUTERS

**DCH Education Publishing (Formerly Sterling Swift)**
GRADES: 6–8
OBJECTIVES:

- To discover, through active exploration, mathematical concepts (such as probability, symmetry, and functions)

With this extensive Junior High enrichment program, students take an active role in exploring math concepts—in a variety of different settings and formats. *Some* of the skills and concepts covered include: recognizing functions, developing strategies, discovering supply and demand patterns, sampling populations, analyzing probability data, and using Turtle geometry. Activities vary from games to worksheets, programming tasks to interviewing; there are activities designed for individuals, small groups, and entire classes. Great for math labs and clubs.

Apple Series	143BD	$249.95
Commodore 64 Disk	143CD	$249.95
IBM PC Series	143ID	$249.95

Math: Tables and Graphs
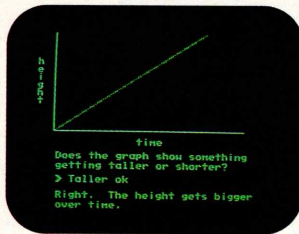
INTERPRETING GRAPHS

Conduit
GRADES: 9–adult
OBJECTIVES:

- To learn to read two-dimensional graphs
- To become familiar with rectangular coordinates
- To relate graphs to events

This package includes a practice activity and a game—both of which provide fun ways to deepen understanding of functional relationships and graphs of functions. The practice activity tells students about an event and displays several graphs. Students must select the graph that has the most appropriate shape for the event. The challenging game, "Escape!," requires students to read and interpret graphs as they try to trap bank robbers escaping from a rectangular grid.

Apple Series	160BD	$45.00

DATA PLOT

Muse
GRADES: 5–adult
OBJECTIVES:

- To assist in making pie graphs, scatter charts, bar graphs, and line graphs
- To assist in figuring standard deviation and mean of a data group

This easy-to-use graphing tool can be used by students, teachers, and administrators—anyone who needs to graph numerical information. Users select graph types from menus, enter the data, and view the resulting graph. DATA PLOT can also compute basic statistics, and it offers a choice between automatic and manual scaling and labeling. Graphs can be saved or printed. A powerful math/business/art tool! PRINTER WITH GRAPHICS CAPABILITY AND GRAPHICS DUMP SOFTWARE RECOMMENDED.

Apple Series	172BD	$59.95

> **"No other computer game equals *Robot Odyssey I* in educational value."**
> —*Scientific American Magazine*

Math: Problem Solving

ROBOT ODYSSEY I®

The Learning Company®
GRADES: 6–adult
OBJECTIVES:

- To learn about logic and circuit design
- To practice using problem-solving skills and scientific methods

ROBOT ODYSSEY plunges students into a Robot World that is really a five-level adventure game. The goal: find a way out! As they play, pairs or individuals will find themselves taking notes, testing ideas, learning how robots work, and actually programming robots. Beyond this game, students can create their own robots. Tutorials teach about robot anatomy, circuitry, logic, and chips. Unfinished games and work can be saved. This program is ideal for those who have mastered ROCKY'S BOOTS (page 13). COLOR REQUIRED.

Apple Series	147BD	$49.95
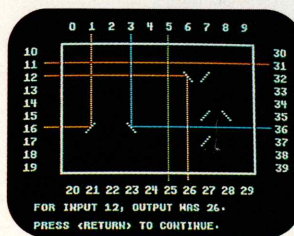
BAFFLES

Conduit
GRADES: 8–12
OBJECTIVES:

- To develop and practice problem-solving skills;
  making predictions based on data
  forming and testing hypotheses
  using deductive reasoning

This game challenges the problem-solving skills of one or two players. Reflective "Baffles" are hidden, and students try to determine their locations by firing laser beams. The Baffles appear in different places each time students play, and there are three difficulty levels to master. Accurate record keeping and a systematic approach result in higher scores.

Apple Series	161BD	$50.00
IBM PC Series	161ID	$50.00

- For more math programs, see page 15. For more problem solving programs, see page 13.

Math: Algebra
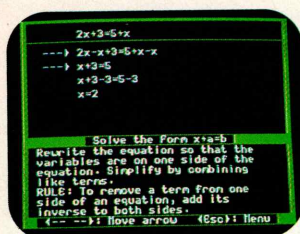
ALGE-BLASTER™

Davidson and Associates, Inc.
GRADES: 7–12
OBJECTIVES:
- To practice addition, subtraction, and multiplication of positive and negative numbers, monomials, and polynomials
- To practice factoring and solving equations

This straightforward program offers a tutorial and two drill activities on algebra problems. Students can study sample problems and their solutions, along with a description of each step taken, before doing the drills. In one of the drills, the computer prompts students for each step as they solve problems. In the second drill, students are on their own. Students can re-take or print the problems they missed, and teachers can add more problems.

Apple Series (64K Required)	067BD	$49.95

MISSION: ALGEBRA™

DesignWare, Inc.®
(A Britannica Learning Co.)
GRADES: 8–12
OBJECTIVES:
- To practice solving linear equations, plotting coordinate pairs on a grid, and determining the equations of lines

MISSION: ALGEBRA makes a difficult subject fun! The student is in a spaceship trying to meet a disabled sister ship. The student determines the other ship's location by simplifying linear equations (such as $5y + 23 = 5[-1x + 13] - 7$), solving for Y, and plotting points. There are three kinds of help: displayed algebra rules, hints about the next step, and finally a step-by-step solution to the problem. Several difficulty levels available. To be used by individual students.

Apple Series	078BD	$44.95
Commodore 64 Disk	078CD	$44.95
IBM PC Series	078ID	$44.95

COMPARE
THESE ALGEBRA PROGRAMS

- **ALGE-BLASTER**—which helps students master algebra fundamentals—is ideal for pre-algebra and beginning algebra students. It has a simple format, and it offers a tutorial and guided practice.
- The other three programs are excellent for more advanced students. They all give students practice in graphing and determining equations—in fun, challenging environments!
- **MISSION: ALGEBRA** gives excellent hints and offers multiple difficulty levels. Algebra is tied into the game format so tightly that algebra itself becomes a game!
- **GUESS MY RULE** emphasizes not only graphical patterns, but numerical patterns in a table. This guessing game also includes a tutorial.
- **GRAPHING EQUATIONS** includes the most variety of activities *plus* an equation-graphing utility. There is guided practice in addition to the motivating games.

SAT Preparation

GUESS MY RULE

HRM Software (A Division of Human Relations Media, Inc.)
GRADES: 8–12
OBJECTIVES:
- To find relationships behind number and graphical patterns
- To write algebraic equations that represent these relationships

In this game, individuals or small groups try to guess an unstated "rule" (such as $y = 2x + 3$). Each time students input a number, the computer uses the rule on the number and displays the result as a value in a table and a point plotted on a grid. As more numbers are input, students study the emerging number and graphical patterns, trying to figure out the equation that is responsible. Includes on-screen tutorial; users can add new rules.
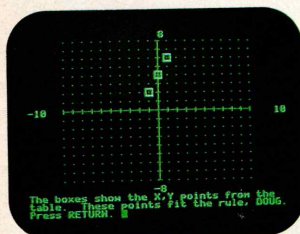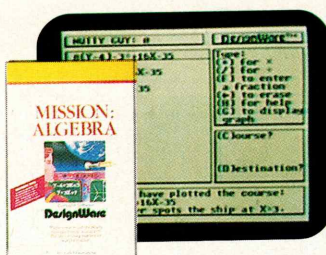
Apple Series	180BD	$59.00

GRAPHING EQUATIONS

Conduit
GRADES: 9–adult [CC]
OBJECTIVES:
- To determine relationships between graphs and equations (linear and quadratic)

This program teaches GRAPHING EQUATIONS through a drill and two motivating games. The drill activity guides students as they graph equations of lines, parabolas, circles, ellipses, and hyperbolas. In one game, students enter equations to be graphed, trying to hit as many of the "Green Globs" scattered on the grid as possible. The other game requires players to use "probes" to determine the equation of a hidden graph. The top-scoring games are recorded for study by challengers. To be used by individuals, teams, or the entire class.

Apple Series	159BD	$60.00

MASTERING THE SAT™

CBS Software
GRADES: 10–12
OBJECTIVES:
- To develop and practice test taking skills
- To diagnose and strengthen weaknesses in SAT and PSAT test subjects

This four-disk package includes:
—a computer pre-test. After this test, students can review those items missed or skipped, along with explanations of correct answers. Performance analysis can be viewed or printed.
—a 142-page manual that carefully outlines test-taking strategies.
—computer skill-builder exercises that focus on specific skills tested by the SAT (such as analogies, problem solving, etc.).
—two paper-and-pencil simulated SAT exams.
—a computer post-test.
The "Save" feature allows students to stop mid-test and return later.

Apple Series	059BD	$99.95
Commodore 64 Disk	059CD	$79.95
IBM PC Series	059ID	$99.95

Science: General Science
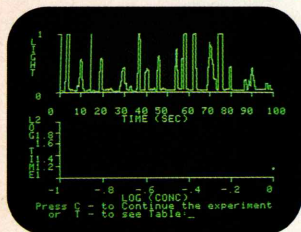
EXPERIMENTS IN SCIENCE

HRM Software (A Division of Human Relations Media, Inc.)
GRADES: 9–12
OBJECTIVES:
- To develop scientific laboratory skills: using and testing scientific instruments planning and performing experiments determining sources of error in experiments

Your general science class can now use a microcomputer as a laboratory instrument that allows real-time data to be entered directly into the computer and graphed on the screen. The package includes various attachable probes and sensors and a comprehensive lab manual that describes experiments in chemistry, physics, biology, and earth/planetary science.

Apple Series	1698D	$259.00

Abbreviated Version (Use with complete EXPERIMENTS IN CHEMISTRY)		
Apple Series	170BD	$150.00

Abbreviated Version (Use with complete EXPERIMENTS IN HUMAN PHYSIOLOGY)		
Apple Series	171BD	$150.00

SCHOLASTIC *pfs:* CURRICULUM DATA BASES—PHYSICAL SCIENCE, LIFE SCIENCE

Scholastic Software®
GRADES: 5–12
OBJECTIVES:
- To learn facts about chemistry and biology
- To develop skill in locating and manipulating information using a computer filing system

Each of these data bases helps students learn about a subject area as they sharpen research and data based management skills. Included are activities that can guide student learning (such as, "Find the largest and smallest animal in each class of animals."). Best used by individuals or small groups who have already been introduced to *pfs:*FILE. PHYSICAL SCIENCE includes *Common Substances, Chemical Tests,* and *Chemical Elements.* LIFE SCIENCE includes *Animal Systems, Animals,* and *Bird Migration.* SCHOLASTIC *pfs:*FILE REQUIRED

Physical Science

Apple Series	120BD	$118.75

Life Science

Apple Series	119BD	$118.75

Science: Biology

CARDIOVASCULAR FITNESS LAB

HRM Software (A Division of Human Relations Media, Inc.)
GRADES: 6–12
OBJECTIVES:
- To develop knowledge of cardiovascular health
- To practice using scientific methods, such as using and testing scientific instruments and planning and performing experiments

CARDIOVASCULAR FITNESS LAB is designed to monitor pulse rate, print out heart rate data, and help users study how hearts function under different conditions. Includes a heart rate probe, which can be attached to finger or earlobe, and software that allows heart rate information to be accurately graphed for study. Sample experiments are described.

Apple Series	181BD	$175.00
Commodore 64 Disk	181CD	$175.00
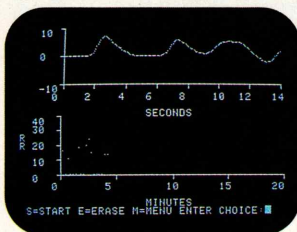
EXPERIMENTS IN HUMAN PHYSIOLOGY

HRM Software (A Division of Human Relations Media, Inc.)
GRADES: 10–12   ST EL CC TC
OBJECTIVES:
- To learn about human physiology
- To develop scientific laboratory skills, such as using and testing scientific instruments, and planning and performing experiments

This laboratory tool enables students to use a microcomputer as an accurate laboratory instrument. The manual describes 10 experiments that require students to use the included probes to measure heart and respiration rates, skin temperature, and response time. Students see data graphed on the screen and learn to predict how exercise and biofeedback affect body functions. Students can design and carry out original experiments as well. Best used by teams of students.

Apple Series	167BD	$159.00

Abbreviated Version (Use with complete EXPERIMENTS IN SCIENCE)		
Apple Series	168BD	$150.00

Abbreviated Version (Use with complete EXPERIMENTS IN CHEMISTRY)		
Apple Series	176BD	$150.00
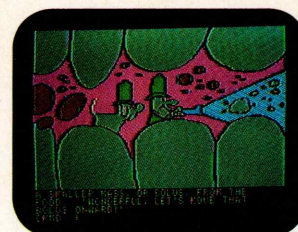
INTERNAL JOURNEY

Walt Disney
Personal Computer Software
GRADES: 7–12
OBJECTIVES:
- To learn through discovery and research about nutrition and the process of digestion
- To encourage development of research skills and logical thinking

This adventure/simulation game plunges your students on a microscopic journey through the human digestive system, with the goal of determining what food was eaten. Students guide the way through the digestive system consulting textbooks as they go. At the end of the game, students receive a print-out on the nutrients contained in the mystery food; they can then consult the guide and figure out the food's identity. There are two difficulty levels: one appropriate for beginning health classes and the other for advanced physiology, biology, and nutrition courses.

Apple Series (Not IIc)	034BD	$59.95

Science: Chemistry

EXPERIMENTS IN CHEMISTRY

HRM Software (A Divison of Human Relations Media, Inc.)
GRADES: 11–college
OBJECTIVES:
- To learn about chemistry
- To develop scientific laboratory skills, such as using and testing scientific instruments, and planning and performing experiments

Turn your microcomputer into a precise laboratory instrument! Students use the included equipment to perform experiments dealing with temperature (cooling curves, heats of neutralization), pH measurements (titration of acid, analysis of antacids), and EMP measurements (titration of Halides, potential of silver). The manual is excellent. To be used by research teams or in a whole-class setting.

Apple Series	165BD	$349.00

Abbreviated Version (Use with complete EXPERIMENTS IN SCIENCE or HUMAN PHYSIOLOGY)		
Apple Series	166BD	$259.00

Science: Earth Science

WEATHER OR NOT

Rand McNally & Co.
GRADES: 7–9
OBJECTIVES:

■ To learn and apply:
basic concepts and terms of meteorology
use of weather instruments and prediction of weather

Students learn meteorology by completing a tutorial and four "Skill Areas" (Air Pressure, Temperature, Water Vapor, and Air Masses) —learning use of weather instruments such as barometers and hydrometers, and weather prediction. Students then apply this k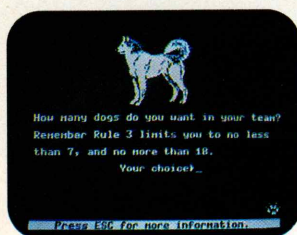nowledge in a simulation. As they race dog sleds across Alaska, players measure weather conditions and make decisions based on their own weather forecasts. A great introduction to a science that affects students every day!

Apple Series	112BD	$90.00

GALACTIC PROSPECTOR

Walt Disney
Personal Computer Software
GRADES: 7–12
OBJECTIVES:

■ To learn and apply facts about various energy sources
■ To develop familiarity with geological concepts
■ To develop critical-thinking and decision-making skills

In this simulation, which incorporates an exciting game scenario, individuals or groups search for potential energy sites and conduct geological tests to determine if production is possible. Energy sources include coal, oil and gas, uranium, hydropower, wind, solar, and geothermal power. GALACTIC PROSPECTOR could spur discussions or research projects—a fantastic program to enrich *either* science or social studies classrooms!

Apple Series	037BD	$59.95

Social Studies: Research Skills

WHERE IN THE WORLD IS CARMEN SANDIEGO?™

Broderbund® Software
GRADES: 6–adult
OBJECTIVES:

■ To develop research skills using an almanac and using an index to locate information
■ To practice taking notes

This adventure game of world travel encourages students to use *The World Almanac* (included) as they track down a thief. The almanac is necessary to decipher clues, and students get a lot of practice using the index to find the needed information. They can also consult the Official Interpol Map, police dossiers, and the Crime Computer. This irresistible game is different each time it's played. For individuals or small groups.

Apple Series	056BD	$39.95

"Where in the World Is Carmen Sandiego? is excellent in all respects."
—*Electronic Learning, October 1985*

SCHOLASTIC *pfs:* CURRICULUM DATA BASES—U.S. GOVERNMENT, U.S. HISTORY

Each of these data bases helps students learn about a subject area as they develop research and data-base management skills. Included are many suggested activities (such as "Find out if the federal government ever had a surplus rather than a deficit"). Best used by individuals or small groups who have already been introduced to *pfs:*FILE. Topics included are (U.S. HISTORY) 20th Century America, Inventions and Technology, and Expanding American Frontier; (U.S. GOVERNMENT) Elections, Federal Spending, and Constitutional Convention. SCHOLASTIC *pfs:*FILE REQUIRED.

U.S. Government

Apple IIe, IIC	121BD	$118.75

U.S. History

Apple IIe, IIc	122BD	$118.75

■ For more science programs, see pages 16 and 21. For more social studies programs, see page 17.

Social Studies: Critical Thinking

THE OTHER SIDE™

Tom Snyder Productions
GRADES: 9–adult
OBJECTIVES:

■ To develop:
negotiation skills and teamwork
understanding of cause-effect relationships among political events

THE OTHER SIDE is a computer simulation of global conflict resolution. Each of two teams of students manage domestic issues and earn money while trying to establish a relationship with the Other Side through limited computer communications. Students learn firsthand the difficulties and importance of communication. Best played on two different computers (although the 1-computer game is also effective). The two computers can be across the room or in completely different sites. A powerful learning experience. 2-COMPUTER GAME REQUIRES CABLE OR MODEM.

Apple Series	149BD	$69.95
Commodore 64 Disk	149CD	$69.95
IBM PC Series	149ID	$69.95
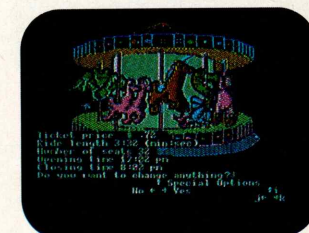
COSMIC CARNIVAL

Walt Disney
Personal Computer Software
GRADES: 7–12
OBJECTIVES:

■ To learn through discovery basic economic principles
■ To develop problem-solving and decision-making skills

Students learn the relationship between energy costs and the operating expenses of a business by managing a computer-simulated amusement park. Players must set the ticket prices, length of ride, seating capacity, and hours of operation for three park rides in the most energy-efficient and profitable manner. Successful students are rewarded with an exciting arcade game.

Apple Series	036BD	$59.95

Word Processors

OBJECTIVES: With the word processing programs on this page, users can write and edit any sort of document, easily correcting, moving, or adding text. A printer is required.

BANK STREET WRITER™

Scholastic Software®
GRADES: 4–adult

BANK STREET WRITER is simple to use, but it includes features not available in other beginners' word processors (such as ability to add printer commands through the utility program). BANK STREET WRITER motivates students to write and re-write because editing is so easy. Other BANK STREET programs are available to complement this word processor (see BANK STREET SPELLER; Writing Activity Programs, page 18; BANK STREET FILER, page 24).

School Version

Apple (48K Version)	114GD	$118.75
Apple (64K/128K Version)	114BD	$118.75
Commodore 64 Disk	114CD	$118.75
IBM PC Series	114ID	$118.75
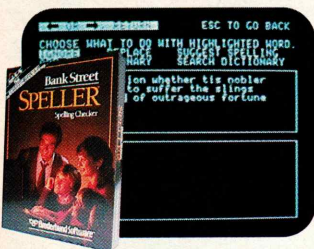
BANK STREET SPELLER™

Broderbund® Software
GRADES: 5–adult
OBJECTIVES:
■ To assist in producing correctly-spelled written work

This easy-to-use computer tool checks for spelling errors in documents written with BANK STREET WRITER. It does not actually *correct* spelling errors; instead, it flags words that are not listed in its 30,000-word dictionary. Suspect words are displayed in context; if they are, in fact, correctly spelled, words can be added to the dictionary. The perfect companion for BANK STREET WRITER!

Apple Series	047BD	$69.95

For instant ordering or more information, call TOLL FREE 1-800-423-2555.

SCHOLASTIC *pfs*:WRITE™

Scholastic Software®
GRADES: 5–adult

pfs:WRITE is a very complete, sophisticated word processor. The features include line formatting, embedded commands, and special printing facilities. It easily interfaces with other *pfs* products (see page 24), and can be used to print form letters. The support materials include learning activities (with practice documents on a disk), a teaching guide, and a quick-reminder card. This product can meet the word processing needs of an entire school, from students, to teachers and administrators, to PTA leaders.

Apple Series (64 K Required; IIe Needs 80-Column Card)	125BD	$124.95

MILLIKEN WORD PROCESSOR

Milliken Publishing Co.
GRADES: 3–adult

Uses icons (picture symbols) of a desk, filing cabinet, etc., to denote the different functions of a word processor. These icons help students move from the writing mode to the printing mode without memorizing commands. Good word processor for beginning writers.

Apple Series	108BD	$69.95

THINKTANK™

Living Videotext, Inc.
GRADES: 9–adult [EL]
OBJECTIVES:
■ To assist in writing outlines
■ To improve the organization of ideas

This "idea processor"/outlining tool helps users create outlines to organize, store, and retrieve ideas. Electronic outlines can be easily edited and reprioritized. Users can collapse outlines to view only major points, and then expand them again to include details. Ideal for students, teachers and administrators. TWO DISK DRIVES REQUIRED; PRINTER RECOMMENDED.

Apple II, II+	177GD	$150.00
Apple IIe (Requires 80-Column Card)	177BD	$150.00
IBM PC Series	177ID	$195.00
Macintosh (128K)	177MD	$145.00
Macintosh (512K)	177KD	$245.00

COMPARE
THESE WORD PROCESSORS

■ Each of the word processors offered here includes these important features:
    INSERT, DELETE, MOVE TEXT
    INDENT
    SEARCH FOR A WORD
    SET MARGINS, DOUBLE SPACE
    AUTOMATIC PAGE NUMBERING
■ We recommend MILLIKEN for younger students. Icons enable users to give commands in a natural way. Although MILLIKEN isn't as powerful as the others, it does feature the most important editing functions; it can make a real difference in the way students *write* and *think about* writing.
■ BANK STREET WRITER is ideal for slightly older students and users who want a spelling checker. Its additional features include:
    AUTOMATIC PAGE HEADINGS
    CENTER TEXT
    SEARCH AND REPLACE
■ SCHOLASTIC *pfs*:WRITE is the most powerful of the word processors. We recommend this product for secondary students, adult users, and owners of other *pfs* products. Its additional features include:
    TAB and DECIMAL TAB
    LEFT *OR* RIGHT JUSTIFY TEXT
    PRINT FORM LETTERS

Electronic Spreadsheets
EDUCALC™

Grolier Electronic Publishing
GRADES: 6–adult
OBJECTIVES:
■ To develop proficiency in devising and using electronic spreadsheets

This electronic spreadsheet is so user-friendly it can be used by even computer novices. Yet it includes *all* major spreadsheet functions. EDUCALC's menus and on-screen prompts are easy to understand. Included are six lessons on how to use, understand, and set up spreadsheets, and a sample template with which users practice spreadsheet skills. A Lab Pack—which includes five program disks, one back-up disk, and one Instructor's Guide—is available.

School Version

Apple Series	088BD	$59.95
Commodore 64 Disk	088CD	$59.95
IBM PC Series	088ID	$59.95

Lab Pack

Apple Series	089BD	$115.95
Commodore 64 Disk	089CD	$115.95
IBM PC Series	089ID	$115.95

Data Base Managers

OBJECTIVES:
The data base management systems on this page help users store, sort, and retrieve facts on any topic.

FRIENDLY FILER™

Grolier Electronic Publishing
GRADES: 2–adult
FRIENDLY FILER lives up to its name: it *is* friendly! This easy-to-use data base management system is designed for beginners. An on-screen tutorial teaches such concepts as records, files, and fields, and the manual includes many suggestions for classroom use. Data bases are offered for use with this product (pages 16 and 17). A Lab Pack is also available—with five copies of the disk, one back-up copy, and an Instructor's Guide.

School Version

Apple Series	090BD	$49.95
Commodore 64 Disk	090CD	$49.95
IBM PC Series	090ID	$49.95

Lab Pack

Apple Series	091BD	$99.95
Commodore 64 Disk	091CD	$99.95
IBM PC Series	091ID	$99.95

COMPARE
THESE DATA BASE MANAGERS

■ We recommend FRIENDLY FILER for young students. Although it is limited in size and power, it is easy to learn, includes a tutorial, and meets the needs of beginners. Also, useful data bases are available.

■ BANK STREET FILER is much more powerful—a complete filing system for users of any age. We especially recommend it for users who have or contemplate buying other BANK STREET products. Unlike FRIENDLY FILER, fields can be added, changed, or deleted at any time. Users also have great flexibility in sorting, selecting, and reporting data.

■ SCHOLASTIC *pfs:*FILE and *pfs:*REPORT are ideal for users who have other *pfs* products or who have use for the available data bases. Also, *pfs* is the filing system for users who need a lot of space for each data item.

BANK STREET FILER™

Broderbund® Software
GRADES: 4–adult
This data base management tool is so easy to use you may never need to read the manual! The on-screen tutorial and prompts are completely free of computer jargon. Finding and sorting data is especially easy as users are aided in constructing English sentences to describe the information needed. Other handy features include: automatic formatting of money, time, dates, zip codes, and phone numbers; reports printed in table, "page," or text form; files can be split or combined; "derived" fields perform calculations on numbers entered in other fields. This product interfaces with BANK STREET WRITER (page 23).

Apple Series (64K Version)	046BD	$69.95
Apple Series (128K Version)	046ED	$69.95

SCHOLASTIC *pfs:*FILE™, *pfs:*REPORT™

Scholastic Software®
GRADES: 5–adult
Together, these two products make a very powerful data base management tool that can be used by students, teachers, *and* administrators! FILE is especially suited to research because data items and records can be very long (see Comparison Box). REPORT prints data in table form, sorts in alphabetical or numerical order, and performs calculations. Each product includes an excellent teacher guide, tutorial, and reference card. Can be integrated with other *pfs* products (see page 23) and data bases (see pages 21 and 22). PRINTER AND 2 DISK DRIVES RECOMMENDED.

File

Apple IIe, IIc (64K Required)	123BD	$124.95

Report

Apple IIe, IIc (64K Required)	124BD	$124.95

Teacher Utilities
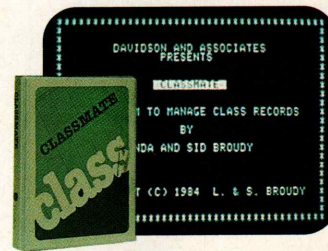
CLASSMATE™

Davidson & Associates, Inc.
GRADES: adult
OBJECTIVES:
■ To aid in classroom record keeping

This tool saves you time and effort as it keeps track of class lists, homework grades, test scores, attendance records, and so on. CLASSMATE can compute final grades based on weighted averages from letter and/or numerical grades. It can print class rankings, grade distribution statistics, and reports on missing work and failing students. Teacher comments can be saved in student files. PRINTER RECOMMENDED.

Apple Series	060BD	$49.95
IBM PC Series	060ID	$49.95

THE NEWSROOM™
(New Improved Version)

Springboard™
GRADES: 3–adult [EL]
OBJECTIVES:
■ To assist in writing and journalism

This tool allows students (and adults!) to create a newspaper complete with headlines, columns, and illustrations. Included are five different fonts, more than 600 pieces of clip art, and illustration and word processing capabilities. This new, improved version features easier editing functions. Class newspapers have never looked so professional! PRINTER REQUIRED; 2 DISK DRIVES RECOMMENDED.

Apple Series	140BD	$59.95
Commodore 64 Disk	140CD	$59.95
IBM PC Series	140ID	$59.95

CLIP ART COLLECTION— VOLUME 1

This disk contains 600 new pieces of clip art that can be used with THE NEWSROOM.

Apple Series	141BD	$29.95
IBM PC Series	141ID	$29.95

Typing Programs
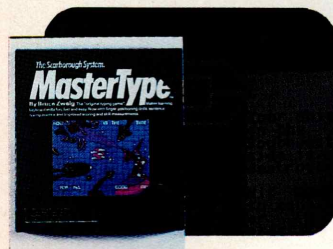
MASTERTYPE™
(New/Improved)

Scarborough Systems, Inc.
GRADES: 6–adult [ST] [TC]
OBJECTIVES:
■ To increase typing speed and accuracy

This is the original typing arcade game—improved with elements of traditional typing instruction (an animated fingering chart, rhythm finger practice, and word and sentence exercises). The MASTERTYPE Game has a space theme: letters or words appear in the corners of the sc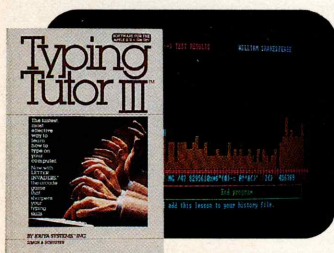reen and will shoot if they are not typed quickly. Students set their own speed goals for 18 sequential "lessons." There is also a training game.

Apple Series	113BD	$39.95
Atari Cartridge	113AK	$39.95
Commodore 64 Cartridge	113CK	$39.95
Commodore 64 Disk	113CD	$39.95
IBM PC Series	113ID	$39.95
Macintosh	113MD	$49.95

TYPING TUTOR™ III

Simon & Schuster
GRADES: 7–adult [STN]
OBJECTIVES:
■ To increase typing speed and accuracy

This comprehensive typing program gives students complete feedback on each lesson: the time it took to complete and strengths and weaknesses shown. Each lesson is automatically adjusted according to past student performance. Includes sequential lessons; word, number, and full-keyboard tests; and standard speed tests. Also includes a "Letter Invaders" arcade game. Student progress is recorded on the disk.

Apple Series	129BD	$49.95
Commodore 64 Disk	129CD	$39.95
IBM PC Series	129ID	$49.95
Macintosh	129MD	$59.95

KEYBOARD CADET©

Mindscape, Inc.
GRADES: 3–adult
OBJECTIVES:
■ To increase speed and accuracy in touch typing
■ To encourage proper fingering while typing

This is an effective typing arcade game with a space theme. Letters or words appear on the screen, and students earn points by typing them before they disappear. During game play, a graphic representation of the keyboard is displayed on the screen, encouraging students to keep their eyes up. Students are also encouraged to keep their hands on the home row to earn bonus points. Choice of fast, superfast, and hyperfast speeds.

School Version

Apple Series	111BD	$39.95
Commodore 64 Disk	111CD	$39.95
IBM PC Series	111ID	$39.95

MICROTYPE: THE WONDERFUL WORLD OF PAWS

South-Western Publishing Company
GRADES: 2–6 [EL]
OBJECTIVES:
■ To introduce keyboarding skills

This program is a typing tutorial and a drill. A friendly cat, PAWS, helps youngsters learn proper keyboarding techniques through animated sequences. Students practice typing letters, words, sentences, and paragraphs. A great first exposure to keyboarding skills.

School Version

Apple Series	130BD	$59.95
Commodore 64 Disk	130CD	$59.95
IBM PC Series	130ID	$59.95

COMPARE
THESE TYPING PROGRAMS
■ The best typing program for elementary students is MICROTYPE with its captivating graphics. This product focuses on correct fingering.
■ KEYBOARD CADET rewards good typing habits, such as keeping eyes off the keyboard and the hands on the home row. Users can choose either QWERTY or Dvorak keyboards.
■ TYPING TUTOR III includes the most varied activities and gives students excellent feedback based on keystroke time. Also, we found the on-screen prompts very helpful.

Music Programs

THE NOTABLE PHANTOM™

DesignWare, Inc.® (A Britannica Learning Co.)
GRADES: 2–6 [EL]
OBJECTIVES:
■ To teach students how to identify and name notes, read music, and play keyboard instruments

This tutorial has a motivating game format that enlists ghosts and spiders to teach music notation. A note or letter name is presented to the student, who then "plays" that note on a plastic keyboard overlay. Game points are earned for correct responses, and helpful feedback is given when the student makes mistakes. Students can also create, play, and save their own tunes. A children's song book is included.

Apple Series	079BD	$49.95
Commodore 64 Disk	079CD	$49.95
IBM PC Series	079ID	$49.95

MUSIC CONSTRUCTION SET™

Electronic Arts™
GRADES: 6–adult
OBJECTIVES:
■ To increase knowledge of music notation and theory

A complete music tool! Students place notes, rests, sharps, and flats on the staff, instantly hearing the results. Students can also create chords, transpose keys, and control speed, volume, and sound quality. Compositions can be printed or saved. Includes a variety of musical pieces that can be played, studied, or altered. Best used by students who already know something about music notation. JOYSTICK REQUIRED.

Apple Series	086BD	$40.00
Commodore 64 Disk	086CD	$23.00
IBM PC Series	086ID	$40.00

Art Programs

OBJECTIVES:
The art tool software on this page enables users to easily draw straight lines and perfect circles, to fill areas with colors and textures, and to change illustrations without messy erasures. Some software even gives users pre-drawn pictures to use or change in original graphics.

BLAZING PADDLES™

Baudville™
GRADES: 1–adult
This easy-to-use graphics tool allows students and teachers to create pictures using a joystick or graphics tablet. The available brush strokes and drawing techniques are clearly displayed in a picture menu. Detailed and colorful illustrations can be combined with text. Could be used in many curriculum areas. JOYSTICK OR GRAPHICS TABLET REQUIRED.

Apple Series	045BD	$49.95
Commodore 64 Disk	045CD	$34.95

"Blazing Paddles... replaces a drawerful of graphics programs with one disk that does it all."
—*Computer Entertainment*

ANIMATION STATION™

Suncom
GRADES: K–adult
This is a graphics tablet—simply move the stylus, or even your finger, across its surface, and the computer cursor follows across the screen. With the enclosed DESIGN LAB software, users can create pictures by sketching with a variety of colors, textures, and brushes. Users can also add pre-drawn shapes and text to pictures. The icons (picture symbols) used to access colors and brushes make this tool usable even by kindergarten students.

Apple Series	174BD	$84.95
Commodore 64 Disk	174CD	$74.95
Atari	174AD	$74.95

RAINBOW PAINTER™

Springboard™
GRADES: K–6
This creativity tool allows students to select, color, change, and/or add to predrawn pictures, as well as draw original pictures. Easiest to use with a graphics tablet. Can also use joystick or keyboard input. Pictures can be saved but not printed.

Apple Series	142BD	$34.95
Commodore 64 Disk	142CD	$34.95

DAZZLE DRAW™

Broderbund® Software
GRADES: 3–adult [ST] [CC]

"Double high-resolution" provides technology for pictures that are detailed, colorful, and dazzling! Instructions and menus appear in "windows," so it's easy to use and your drawing can fill the entire screen. Text can be added for titles and labels. Users can even create self-running "slide shows." MOUSE, GRAPHICS TABLET, OR JOYSTICK REQUIRED.

Apple IIe or IIc (IIe Needs 128K or 80-Column Card)	049ED	$59.95

MASK PARADE™

Springboard™
GRADES: pre-K–4
OBJECTIVES:
- To construct props for role playing and other social studies activities

Students use this computer tool to design masks, jewelry, and accessories, which can be printed out and worn. This program could be used in social studies units, during holidays, for plays and role playing—only your imagination limits the uses of MASK PARADE. PRINTER REQUIRED.

Apple Series	139BD	$39.95
Commodore 64 Disk	139CD	$39.95
IBM PC Series	139ID	$39.95
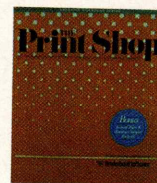
THE PRINT SHOP™

Broderbund® Software
GRADES: 1–adult [CC]
OBJECTIVES:
- To design and print greeting cards, posters, bulletin board displays, etc.

Administrators, teachers, and students can easily use this typesetting tool, which includes a variety of pictures, text fonts, and the ability to create original art. Each step of designing a "product" is clearly shown in graphics on the screen. PRINTER REQUIRED.

Apple Series	050BD	$44.95
Atari	050AD	$44.95
Commodore 64 Disk	050CD	$44.95
IBM PC Series	050ID	$44.95

THE PRINT SHOP™ GRAPHICS LIBRARY—DISKS 1, 2, & 3

Each disk includes new pictures on such themes as holidays, school, sports, and more.

Disk 1

Apple Series	052BD	$24.95
Atari	052AD	$24.95
Commodore 64 Disk	052CD	$24.95
IBM PC Series	052ID	$24.95

Disk 2

Apple Series	053BD	$24.95
Atari	053AD	$24.95
Commodore 64 Disk	053CD	$24.95

Disk 3

Apple Series	054BD	$24.95
Atari	054AD	$24.95
Commodore 64 Disk	054CD	$24.95

THE PRINT SHOP™ COMPANION

This product offers new features and graphic elements for THE PRINT SHOP: 50 borders, 12 fonts, border- and font-editors, and tools that create tiles, calendars, and creatures. You can draw with mouse input and use graphic files created with other drawing programs. There are also 16 new drawing tools, including fill with pattern, mirror, move, invert, lines, boxes, and ovals.

Apple Series	051BD	$39.95

Free Software Premiums!
See front pages for details.

Computer Programming
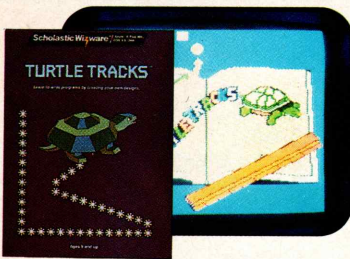
TURTLE TRACKS®

Scholastic Software®
GRADES: 3–adult
OBJECTIVES:
- To develop beginning computer programming skills, plus geometrical and mathematical thinking

TURTLE TRACKS is a Logo-like programming language that allows students to create low-resolution graphics and music using simple commands. The manual is easy to follow, beginning with simple commands and ideas. Students move from drawing simple shapes to experimenting with nested loops and variables, "inventing" new programming words, and designing new characters. COLOR REQUIRED.

School Version

Apple Series (Not IIc)	127BD	$49.95
Commodore 64 Disk	127CD	$49.95
IBM PC	127ID	$49.95

LOGO

Terrapin, Inc.™
GRADES: 1–adult
OBJECTIVES:
- To learn to program
- To learn through discovery geometry and mathematical ideas

LOGO is an easy-to-learn, easy-to-use programming language that gives users the power to create graphics, play music, and work with words and numbers! LOGO features English-like commands such as "Forward 10" and "Right 90," which direct the "Turtle" around the screen, drawing a line as it goes. Users can combine the simple commands to write "Procedures"—teaching the computer new commands! Loops, recursion, and If/Then tests allow students to explore important programming techniques. One of the most important educational uses for the computer!

Apple Series (64K Required)	144BD	$99.95

TEACHER, KIDS, AND LOGO©

EduComp
GRADES: K–6
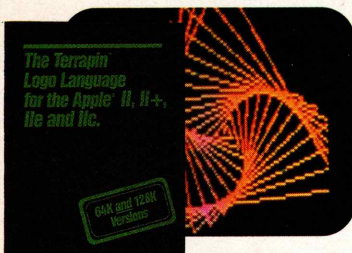**OBJECTIVES:**
- To provide student activities and teaching ideas for Logo, plus a K–6 Logo curriculum framework

This well-organized book includes objectives and activities related to Logo for each grade level, K through 6, with appropriate links to the standard curriculum. It also offers insight into the use and philosophy of Logo. Activities utilize both direct teaching and discovery methods. Blackline masters included. Written by experienced Logo teachers, this is the best complete Logo resource around! The Teacher Resource Disk provides possible solutions to the challenge activities.

For Apple Series:

Book and Resource Disk (Apple Logo)	162LD	$32.95
Book and Resource Disk (Terrapin Logo)	162TD	$32.95

KNOW YOUR APPLE

Muse
**GRADES:** 4–adult
OBJECTIVES:
- To learn names, uses, and care of computer components

KNOW YOUR APPLE offers a simple, well-illustrated introduction to the Apple keyboard, monitor, disk drive, and actual computer. Care and handling of disks are also covered. It's a great follow-up for a hands-on equipment demonstration, or a refresher prior to a beginning computer course.

Apple IIe	173BD	$34.95
Apple II+	173GD	$34.95

COMPARE
THESE COMPUTER LANGUAGES
- Both TURTLE TRACKS and LOGO empower users to create music and graphics. With LOGO users can also work with words and numbers to develop guessing games or computer-generated poems.
- TURTLE TRACKS features low-resolution graphics—the Turtle draws with asterisks or other characters. The LOGO Turtle draws with high-resolution lines and points.
- TURTLE GRAPHICS is a simpler language than LOGO, and it uses several conventions from BASIC, such as line numbers. LOGO is more complex and more powerful, but it is also easy to learn and to use. Both languages are excellent for young children—and yet challenging for adults!
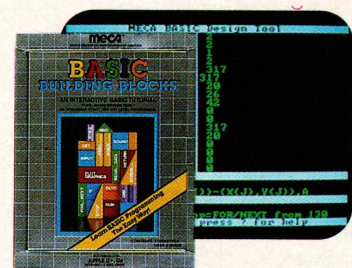
BASIC BUILDING BLOCKS

MECA
GRADES: 6–adult
OBJECTIVES:
- To learn BASIC programming commands and concepts, and "de-bugging" techniques

This excellent interactive tutorial on BASIC programming teaches the language step-by-step, from line numbers and REM statements to text files, graphics, peeks and pokes. Students learn by studying actual programs as they run. Also includes a debugging tool that students will use long after they complete the tutorial.

Apple Series (Needs 64K and ProDOS)	101BD	$49.95
IBM PC Series (64K Required)	101ID	$49.95

TURTLE TREK CHALLENGE™

EduComp
GRADES: Primary Level: 1–3
Upper Level: 4–6
OBJECTIVES:
- To provide student activities and teaching ideas for Logo

These kits are excellent print support materials for Logo users. The activity cards, color-coded for level of difficulty, present fun and challenging activities such as drawing a stairway, spinning a house in a graphic tornado, and creating a spider web pattern. Also included are blackline masters and "Teach Cards," which introduce Logo commands and explain programming concepts. The Teacher Resource Disk provides possible solutions to the challenge activities.

All for Apple Series:

Primary Kit and Terrapin Logo Resource Disk	163TD	$37.95
Primary Kit and Apple Logo Resource Disk	163LD	$37.95
Upper Level Kit and Terrapin Logo Resource Disk	164TD	$37.95
Upper Level Kit and Apple Logo Resource Disk	164LD	$37.95

For instant ordering or more information, **call TOLL FREE 1-800-423-2555.**

INDEX

EARLY LEARNING MATRIX

TITLE / GRADE LEVEL / PAGE

#	Title	Grade Level	Page
1	Make a Match	Pre–1	6
2	Stickybear Opposites	Pre–1	6
3	Stickybear Shapes	Pre–1	6
4	Early Games for Young Children	Pre–1	5
5	Easy as ABC	Pre–1	5
6	Alphabet Zoo	Pre–2	5
7	Muppet Learning Keys	Pre–1	5
8	Reader Rabbit	Pre–K	5
9	Stickybear ABC	K–2	7
10	Word Spinner	2–6	7
11	Stickybear Reading	1–3	7
12	Kermit's Electronic Storymaker	1–3	7
13	Winnie the Pooh in the Hundred Acre Wood	2–6	7
14	Magic Spells	1–6	12
15	Spellagraph	2–6	12
16	Stickybear Numbers	Pre–K	6
17	Number Farm	Pre–K	6
18	Arithmetic: Addition	K–1	8
19	Arithmetic: Subtraction	K–1	8
20	Piece of Cake Math: Number Games	2–5	14
21	Addition Magician	1–3	8
22	Alligator Mix/Skill Builders	K–3	8
23	Stickybear Math	1–4	8
24	Math Sequence Series: Addition	1–6	14
25	Math Sequence Series: Subtraction	1–6	14
26	Micros for Micros: Estimation	Pre–3	9
27	Donald Duck's Playground	2–5	9

CURRICULUM OBJECTIVES

READING READINESS

Objective	Columns marked
Recognizes/compares colors	1
Uses directional words such as up/down, in/out	2
Matches/compares geometric figures by size and shape	1, 3

READING

Objective	Columns marked
Letter Recognition: Matches letter shapes (upper and lower case)	3
Letter Recognition: Identifies letters omitted from alphabetical sequence	3, 4
Phonics: Associates consonant and/or vowel sounds with words represented pictorially	4, 5, 6
Word Attack: Recognizes sight words	—
Comprehension: Matches words to pictures to complete sentence meaning	10
Comprehension: Identifies main ideas and/or details necessary to solve problems	13
Spelling: Uses spelling skills such as knowledge of vowel/consonant patterns	14, 15

MATH

Objective	Columns marked
Readiness: Uses concept of 1 to 1 correspondence between objects and written symbols 0–10	4, 16, 17
Arithmetic Operations: Demonstrates the concept of addition/subtraction by joining/separating sets of pictured objects (1-digit numbers)	3, 18, 19, 20
Arithmetic Operations: Adds and/or subtracts (1 or more digits)	21, 22, 23, 24
Measurement: Estimates length, volume, distance, rate	26
Measurement: States value of coins, makes change correctly	27

LANGUAGE ARTS MATRIX

CURRICULUM OBJECTIVES

TITLE	Word Spinner	Stickybear Reading	Mystery Sentences	Crossword Magic	Word Attack!	Kermit's Electronic Storymaker	Stickybear Reading	Winnie the Pooh in the Hundred Acre Wood	Perplexing Puzzles	Mickey's Space Adventure	Snooper Troops Case #1	Snooper Troops Case #2	The Writing Adventure	Bank Street Storybook	Story Tree	Poetry Express	Goofy's Word Factory	Crypto Cube	Spell It!	Spellagraph	Magic Spells	Speed Reader II	Speed Reader Data Disks	Think Tank	Bank Street Writer Writing Activities	The Newsroom	The Grammar Examiner
GRADE LEVEL	2-6	1-3	3-12	3-12	4-12	1-3	1-3	2-6	4-6	3-6	5-12	5-12	4-7	3-8	4-8	3-6	3-7	3-12	3-12	2-6	1-6	7-12	7-12	9-12	5-8	3-12	7-11
PAGE	7	7	10	10	10	7	7	7	10	16	13	13	11	11	11	11	11	12	12	12	12	18	18	23	18	24	18
READING																											
Phonics: Identifies letters, consonants, vowel sounds, word families	■																										
Word Attack: Recognizes sight words at appropriate grade level	■	■																									
Vocabulary Development: Matches words to given meanings			■	■																							
Comprehension: Matches words to pictures to complete sentence meaning					■	■																					
Comprehension: Identifies main ideas and/or details necessary to solve problems									■	■	■	■															
Speed: Adapts reading speed to specific content																						■	■				
WRITTEN COMPOSITION																											
Writes a paragraph from outline and/or note cards													■											■			
Writes imaginary stories, news articles, and/or poetry													■	■	■										■	■	
Recognizes and uses different parts of speech appropriately		■															■										
Uses grammar, rules of punctuation and capitalization appropriately																										■	■
SPELLING																											
Uses spelling skills such as prefixes, suffixes, vowel/consonant digraphs, etc.																			■	■							
Consonant digraphs, etc.				■																■	■						

MATHEMATICS MATRIX

CURRICULUM OBJECTIVES

Titles (with Grade Level and Page):

#	TITLE	GRADE LEVEL	PAGE
1	Addition Magician	1–3	8
2	Alligator Mix/Skill Builders	K–3	8
3	Piece of Cake Math	2–5	14
4	Arithmetickle	3–6	14
5	Stickybear Math	1–4	8
6	Math Sequence Series: Addition	1–6	14
7	Math Sequence Series: Subtraction	1–6	14
8	Dragon Mix/Skill Builders	3–6	14
9	Arithmekicks	4–6	14
10	Math Sequence Series: Multiplication	3–6	14
11	Math Masters	3–6	15
12	Fraction Factory: Math Games for Children	5–7	15
13	Math Sequence Series: Division	3–6	15
14	Math Sequence Series: Fractions	3–6	14
15	Math Sequence Series: Percents	5–7	15
16	Math Marvels	2–5	9
17	Micros for Micros: Estimation	Pre–3	9
18	Donald Duck's Playground	3–4	15
19	Exploring Tables & Graphs, 1	5–6	15
20	Exploring Tables & Graphs, 2	5–6	19
21	Interpreting Tables & Graphs	9–12	19
22	Data Plot	5–12	19
23	Quations	5–12	19
24	Heath Math Worlds: Exploring Mathematics	6–8	20
25	Alge-Blaster	7–12	20
26	Guess My Rule	8–12	20
27	Mission: Algebra	8–12	20
28	Graphing Equations	9–12	20
29	Logo	1–12	27

Matrix (● = objective covered by title; column numbers correspond to titles above):

Curriculum Objective	Covered by (title #)
ARITHMETIC OPERATIONS	
Adds and/or subtracts (1-digit numbers)	1, 2, 3
Adds and/or subtracts (1 or more digits)	4, 5, 6, 7
Multiplies and/or divides (1-digit numbers)	3, 4, 9, 10
Multiplies and/or divides (1 or more digits)	8, 9
Creates equations using a limited set of number combinations	23
Estimates solutions to problems involving arithmetic operations	12, 14, 17
FRACTIONS, DECIMALS, PERCENTS	
Identifies whole and fractional amounts	14
Adds and subtracts fractions	14, 15
Changes fractions to find equivalents, ratios, percents	11, 12, 13, 14
Adds, subtracts, and multiplies decimal numbers	15
MEASUREMENT	
Estimates length, volume, distance, rate	17
States value of coins, makes change correctly	18
TABLES AND GRAPHS	
Collects, organizes, and interprets information in tables/graphs	19, 20, 21, 22
SAMPLING AND PROBABILITY	
Determines probability of an event occurring based on data collected	22
ALGEBRA	
Solves equations or systems of equations by distribution, factoring, substitution	25
Writes appropriate equation for given graph and/or numerical pattern	26, 27, 28
GEOMETRY	
Understands/applies concept of angles in drawing polygons	24, 29

31

SCIENCE MATRIX

ELEMENTARY **SECONDARY**

CURRICULUM OBJECTIVES	Science Toolkit—Master Module	Friendly Files: Science and Nature	Mickey's Space Adventure	Dinosaur Dig	Secrets of Science Island	Experiments in Science	Experiments in Chemistry	Scholastic pfs: Physical Science	Cardiovascular Fitness Lab	Experiments in Human Physiology	Internal Journey	Scholastic pfs: Life Science	Weather or Not	Galactic Prospector
GRADE LEVEL	4–12	3–9	3–6	3–6	4–8	9–12	11–12	7–12	7–12	10–12	7–12	5–12	7–9	7–12
PAGE	16	16	16	16	22	21	21	21	21	21	21	21	22	22

CHEMISTRY

Objective	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14
Measurement: Understands significance of various temperature measures: cooling curve, freezing point	●				●	●								
Measurement: Understands significance of acids/bases, fundamentals of electro-chemistry					●									
Elements and substances: Identifies substances and their properties						●								

BIOLOGY

Objective	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14
Physiology: Measures/observes heart rate and bodily reactions					●	●		●	●					
Physiology: Understands digestion; analyzes nutritional value of food										●				
Ecosystems: Identifies/classifies plants and animals in the environment		●										●		
Ecosystems: Understands conditions necessary for plant germination and growth	●													

EARTH SCIENCE

Objective	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14
Meteorology: Understands/applies concepts of temperature, pressure, humidity					●								●	
Geology: Understands/applies concepts related to energy resources and geologic exploration														●

GENERAL SCIENCE

Objective	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14
Physics: Understands concepts of light energy and intensity, laws of motion	●					●								
Solar System: Identifies characteristics of planets			●											
Solar System: Knows the history of manned space flight		●												
Paleontology: Identifies/compares facts related to dinosaurs: size, weight, diet, etc.				●										

SCIENTIFIC METHOD

Objective	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14
Data Gathering: Employs scientific instruments; plans experiments with appropriate controls	●				●	●	●	●						
Data Gathering: Adopts a critical attitude toward assumptions, folklore				●										
Testing: Tests accuracy of instruments; determines sources of error in experiments	●				●	●	●							

SOCIAL STUDIES MATRIX

| CURRICULUM OBJECTIVES	Exploring Tables and Graphs, Level 1	Exploring Tables and Graphs, Level 2	Winnie the Pooh in the Hundred Acre Wood	America: Coast to Coast	States and Traits	European Nations and Locations	Road Rally U.S.A.	Where in the World Is Carmen Sandiego?	Friendly Files: U.S. and World Facts	Scholastic pfs: Data Base—U.S. Government	Scholastic pfs: Data Base—U.S. History	The Other Side	Galactic Prospector	Cosmic Carnival
GRADE LEVEL	3–4	5–6	2–6	4–9	4–12	4–12	4–12	5–8	6–12	5–8	5–12	5–12	9–12	7–12
PAGE	15	15	7	17	17	17	17	22	17	22	22	22	22	22
LOCATING/ORGANIZING INFORMATION														
Uses a reference book to find information, including table of contents and index								■						
Uses an electronic filing system to locate/sort information									■	■	■			
Takes notes, organizing them so that decisions can be made based on available information.								■			■			
UNDERSTANDING/INTERPRETING MAPS AND GRAPHIC MATERIALS														
Reads, compares, and explains information contained in tables, graphs	■	■							■					
Uses cardinal directions while referring to map			■	■										
Applies map concepts such as area/region, location, boundary/territory, water/land masses				■	■	■	■							
Uses major parts of map, such as title, legend, map compass, scale							■							
UNDERSTANDING HISTORICAL/GEOGRAPHICAL FACTS														
Recalls facts about capitals, history, cities, current events, landmarks				■	■									
CRITICAL THINKING														
Analyzes cause-effect relationships among political, social, and economic events										■		■		

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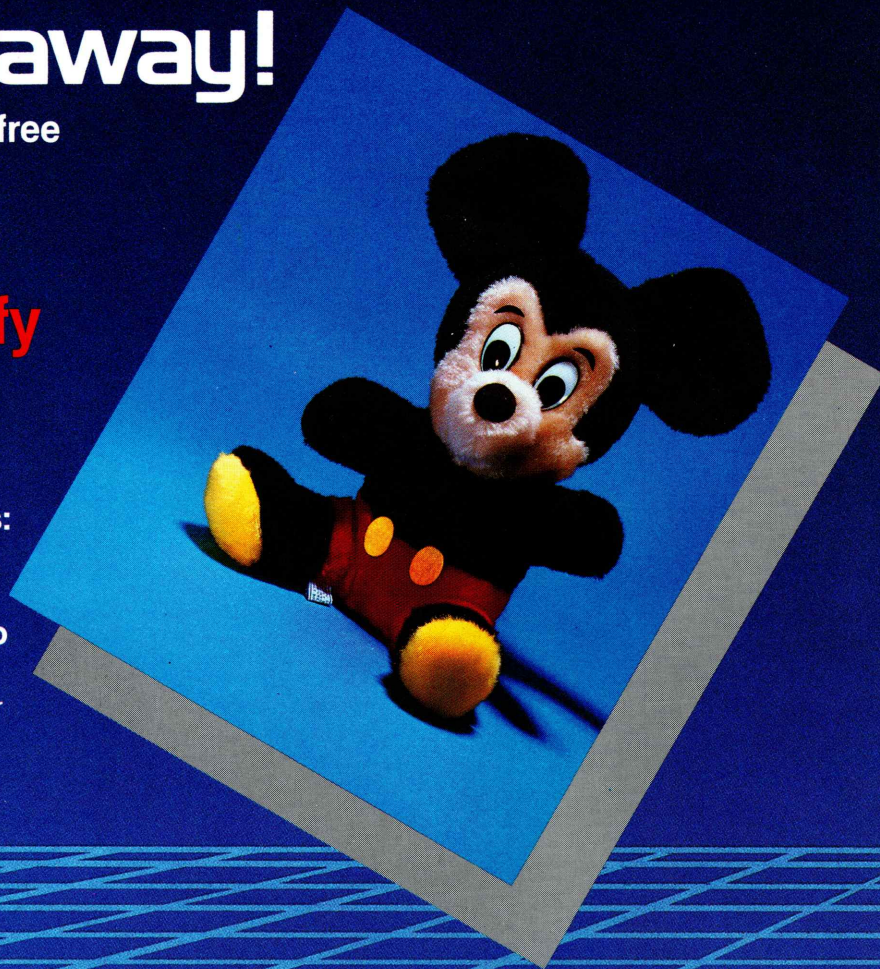
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New Titles Showcase

Noteworthy Programs with Tremendous Classroom Potential

Disney staff and consultants, in trying to select the best of both classic and new software for the product line, found special merit in these eight recently released titles.

Kermit's Electronic Storymaker, a language arts/reading program for grades 1–3, from Simon & Schuster, provides a highly motivating environment for young readers and authors. Students choose words (nouns, verbs, etc.) to fill in sentence formats, then see their creations come to life on the screen. Excellent graphics and animation help develop sight word vocabulary and reading comprehension.

Another language arts program, Mystery Sentences™, from Scholastic Software, challenges students to decipher unknown sentences. This flexible program can produce puzzles for any age (grades 3–adult), in any subject area, because users can create their own sentence files. Plus, students practice deductive problem-solving skills as they solve the puzzles.

One of the best new creative writing products is The Writing Adventure from DLM Teaching Resources. This exciting program involves students in grades 4–7 in an adventure game, requiring them to take notes about the settings, plot, and characters they create as the game evolves. The pictured scenes and the computer's prompting questions aid even reluctant writers in developing detailed notes and formulating story ideas. After the adventure is over, students are aided as they write and rewrite their stories from the electronic note cards.

In Quations™, a new math program from Scholastic Software, students must use knowledge of arithmetic operations and equations as well as strategy and problem-solving skills. A Scrabble®-type game for grades 5–adults, Quations requires students to form equations from given number and operation tiles, placing them on a gameboard. Because there are many alternatives, successful players must think flexibly and consider many options.

Alge-Blaster™, for grades 7–12 from Davidson & Associates, Inc., combines the best features of drill-and-practice software and tutorials to guide students in a step-by-step solution of algebra problems. Students can study many sample problems and their solutions, along with a description of each step, before doing the drills. And after each drill activity, students can re-take or print the problems they missed.

Science Toolkit-Master Module™ from Broderbund® Software helps students think and work like scientists. This kit features light and temperature probes that can be plugged into the game port, turning the computer into a mini-laboratory. Data enters directly into the computer, to be graphed, printed, and compared. Science students grades 4–12 can use the computer as a tool for learning not only science concepts, but also the scientific method.

Two new social studies programs offer multi-disciplinary learning. Where in the World Is Carmen Sandiego?™, new from Broderbund Software, is an adventure/mystery game of world travel. Students become international detectives, using deductive reasoning skills to track down a thief. As they travel around the world, students get so involved in the challenge that they can't wait to use the reference aids to unravel more clues. Students learn facts about a country—but they also learn reference skills. Throughout the game, students must refer to The World Almanac (included) to decipher clues.

Unique in concept and execution, The Other Side™, from Tom Snyder Productions, teaches students about the complexities of global negotiation. The simulation is played by two teams who must build a bridge between two countries. Each team becomes the ruling body of a nation, and must manage domestic issues and earn money while attempting to establish a relationship with the other side through computer communications. Skills in teamwork, cooperation, communication, and strategic planning are a must for success at this game. ■

TEACHER'S SPOTLIGHT

by Gail Lovely ■ Second Grade Teacher
■ Van Ness Avenue Elementary School ■ Hollywood ■ California
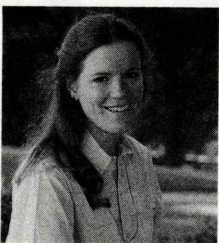
My bilingual students love KERMIT'S ELECTRONIC STORY-MAKER, and by adding a simple classroom activity, I've been able to turn this excellent product into a valuable resource center. The program from Simon & Schuster encourages reading and writing skills while making students laugh! Students are provided with sentence formats, and they select Muppet characters, funny actions or settings to fill in the blanks. As a result, students create grammatically correct stories that can also be very funny!

I noticed my students were highly motivated to experiment with different sentences while at the computer, but they found these same skills "boring" when I taught them without the computer. Seeing this drop in motivation and speed of learning, I decided to create a learning center I call "Mrs. Lovely's Non-electronic Storymaker."

This learning center is simple to create. I made some sentence format cards with blanks similar to the sentence formats in KERMIT'S ELECTRONIC STORY-MAKER. I color-keyed the blanks to parts of speech, so a blue blank means a noun is missing while orange means a verb is needed. Then I made color-coded cards for the parts of speech. I labeled these "noun" or "verb," etc. on one side, and I put a picture and word on the other. It's especially fun to include some characters or locations your students are familiar with, like the principal, the school, or yourself. That's all there is to it!

First, students select a sentence format card. Next, they select (or draw at random) a parts of speech card to fill in each blank in the sentence format.

Students then copy their completed sentence onto paper, illustrating it. A collection of these papers makes a great classroom book which the students love to read and giggle over. Using Kermit on the computer plus this learning center, my students have maintained a higher level of motivation to read and write and I have begun seeing the variety of sentence formats in their oral language as well. KERMIT'S ELECTRONIC STORYMAKER has really been a valuable addition to my reading, writing and language curriculum without being boring or tedious for students or demanding of my time. It's an addition to a software library that I highly recommend to others. ■

Disney Creates "Core Packs" for Start-Up Software Collections

Core Packs from Walt Disney offer educators a convenient way to purchase start-up software collections for primary, elementary and secondary grades. Disney believes titles in the Core Packs should be in the heart of a school software library.

Most of the programs have been selected based on their "classic" status within the industry. Programs such as Crossword Magic©, Easy as ABC™, Reader Rabbit©, and Rocky's Boots®, for example, still set the standard by which newer software programs are judged. Disney believes these titles belong in every software collection, especially start-up collections.

Some new titles which have already received acclaim from the educational community—Alge-Blaster™ by Davidson and Associates, Science Toolkit™ from Broderbund® Software, and Donald Duck's Playground from Walt Disney Personal Computer Software—have also been included.

Organized by Primary, Elementary, and Secondary level, Core Packs address a wide range of curriculum topics, including language arts and math. Core Packs work well in computer labs, but because the titles cover a variety of curriculum topics, they can also be distributed throughout a school where computers are located in separate classrooms.
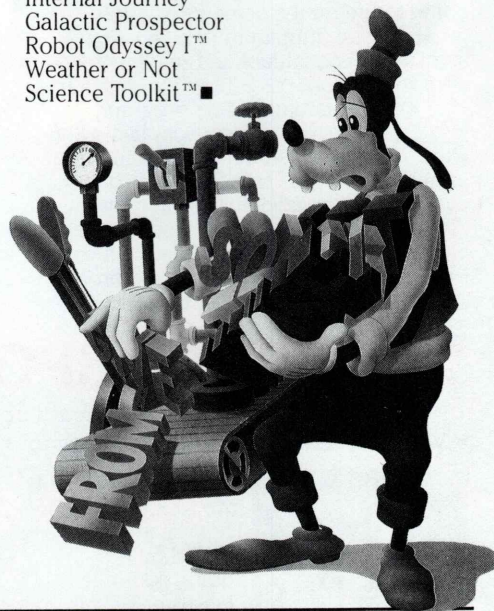
Primary Core Pack

Easy as ABC™
Reader Rabbit and the Fabulous Word Factory®
Winnie the Pooh in the Hundred Acre Wood
Early Games for Young Children: Nine Learning Games™
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Stickybear® Math

Elementary Core Pack

Word Attack™
Bank Street Writer™
Crossword Magic©
Dragon Mix/Skill Builders
Fraction Factory: Math Games for Children™
Donald Duck's Playground
Exploring Tables and Graphs, Level 1
America: Coast to Coast
Where in the World Is Carmen Sandiego?™
Rocky's Boots®
Science Toolkit—Master Module™
Mickey's Space Adventure

Secondary Core Pack

Speed Reader II™
The Grammar Examiner™
Spell It!™
Scholastic pfs: Write™
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